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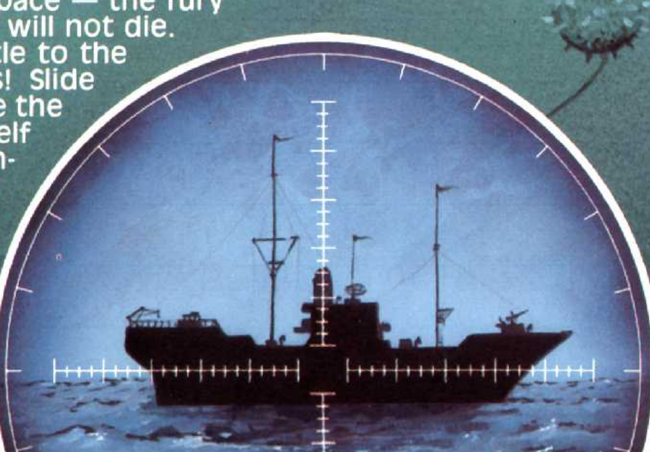

The challenge of inner space — the fury of an enemy that seemingly will not die. This is SEA DRAGON — a battle to the death **under** the high seas! Slide into the Captain's chair, take the controls and prepare yourself for the most incredible non-stop action this side of Davy Jones' locker. SEA DRAGON puts you in control of a nuclear sub that's armed from stem to stern with enough firepower to take on King Neptune himself — and you'll need every missile, every torpedo, and every scrap of skill you can muster to survive.

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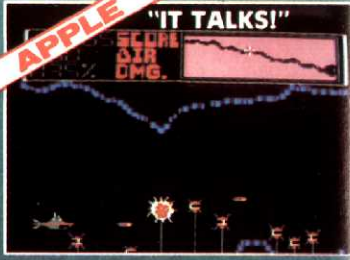
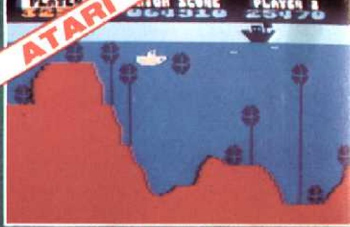
FOR THE APPLE by John Anderson

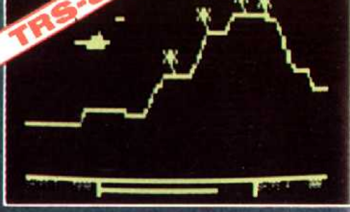
"IT TALKS!"



FOR THE ATARI by Russ Wetmore



FOR THE TRS-80 by Wayne Westmoreland & Terry Gilman



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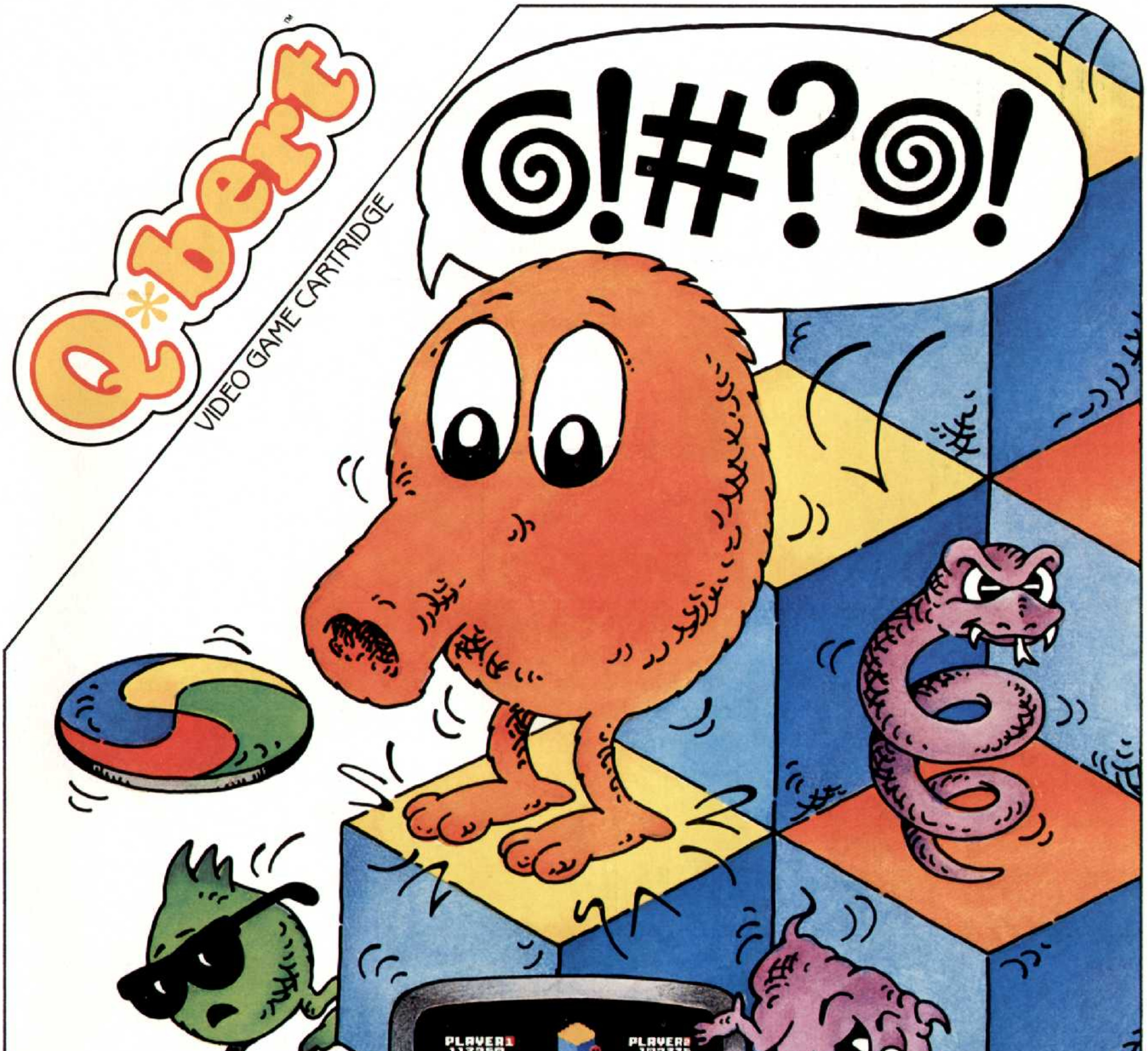

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No one ever said it was going to be easy hopping the irresistible Q*bert™ from cube to cube and staying out of harm's way. Especially when he's trying to avoid creeps like Coily and Ugg.

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You'll grow so attached to Q*bert, you won't want to stop playing. He's one little character who's good to the last hop.

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Q*bert
Q*bert

VOLUME 2 NUMBER 1

VIDEO GAMES PLAYER

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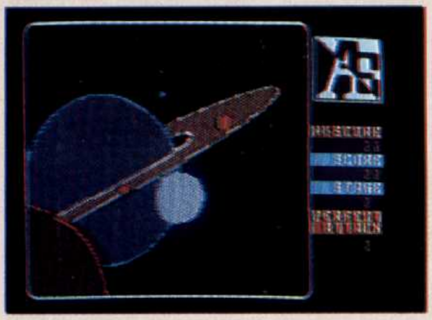

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A YEAR'S WORTH OF QUARTERS!

Winner of our "Design A Video Game" contest

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LETTERS TO THE EDITOR

First off, I loved the first issue of your magazine. I would appreciate it if you went monthly. Also, I was wondering if you could get the addresses of the following: Tigervision, Thorn EMI, Starpath, CommmaVid, U.S. Games, and Data Age.

John Slupski III

P.S. You mentioned *Space Invaders* would feature rapid fire if "reset" was held down while you were turning your Atari on. Well, it worked!

We're glad you liked ***Video Games Player****. Starting with this issue, we'll be coming to you, not every month, but every other month. Absence makes the heart grow fonder. Here's those addresses: Tigervision, 909 Orchard, Mundelein, Illinois 60060. Thorn EMI, 1370 6th Ave., New York, NY 10019. Starpath, 324 Martin Ave., Santa Clara, CA 95050. CommaVid, 1470 North Farnsworth, Suite 203, Aurora, Illinois 60505. U.S. Games, 1515 Wyatt Dr., Santa Clara, CA 95051. Data Age, 62 South San Tomas Aquino Rd., Campbell, CA 95008.*

You have got to be kidding. You rate the Odyssey^2 as high as the Atari VCS? You give Coleco's *Carnival* an A and *Lady Bug* a B-?! You give Imagic's *Trick Shot* an A while *Atlantis* and *Cosmic Ark* only get a B??!!! You have got to be out of your heads.

Bill Schneider

We prefer "crazy, impulsive fools." There will be many times you will disagree with a particular reviewer's opinion. If we all agreed on which games were good, the video game companies would have that "magic formula" that makes up a good game. They don't, and never will. We do our best to evaluate all games fairly, and we hope the majority of you will agree with our ratings.

In your first issue in the Arcade Parade article, you said to let you know if any of your readers could beat the high scores you printed. My high score on *Tempest* is 646,045 (level 65, invisible).

Tom Sheehan

That's great! We don't mean to SuperZap you, but the new high score on Tempest *is 4,767,540. The gamer is David Plumer from Canada. Keep trying!*

Will my video game cartridges wear out in time like records do?

Sandy Ressler

Unless you run over them with a truck, your cartridges should last forever. Electronic chips have no moving parts, so they can't "wear out." The only problem you might have is damaging the board on the cartridge that touches your video game system. But Coleco, for one, designs their carts to withstand 10,000 insertions. That's like plugging the game in three times a day, every day, for ten years. And if you can't beat the game by then, you should run it over with a truck.

I made up a cartridge called *Solar Conquest*. I would like to see this cartridge made. My Dad said get it patented. But I don't know what to do. Please help.

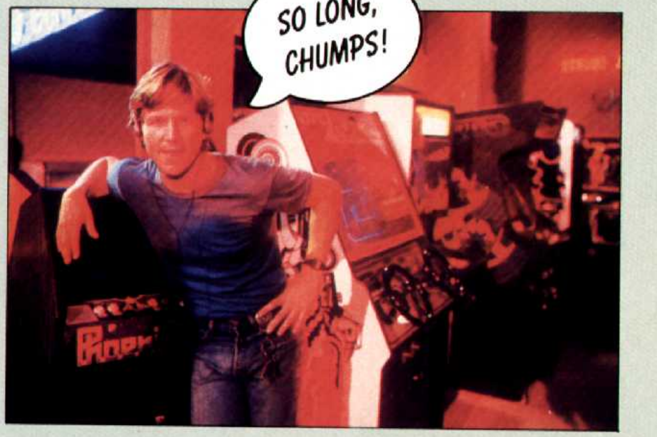
Mark Conard

At this point we're not aware of a single instance of a video game company getting sued for ripping off a freelance designer's game. So you can feel pretty safe in sending them yours. But if you want to play it safe, there is *something you can do. According to the courts, video games, like books and movies, are considered works of art and can be copyrighted. It only costs $10, and you'll need a computer printout of the program. Drawings of games cannot be copyrighted. The address is:* Library of Congress, Copyright Division, 101 Independence Ave. S.E., Washington D.C. 70559. *Good luck!*

The town where I live doesn't have any arcades so I don't play any of those games. I'm more interested in home games anyway. Before I decide which video game magazine to buy regularly, I have to know—will your magazine be mostly about arcade or home games?

Steven Bartell

We feel there are three main things you want in a video game magazine—the news, the reviews, and the clues. The news is all about what's coming out, who's coming out with it and when it's coming out. The reviews are our expert evaluations of the latest hardware and software so you'll know what you might be interested in buying. The clues are tips on what you should do to score higher at various video games. Our primary area of coverage will be home video games, but we won't neglect fans of arcade games or computer games.


SO LONG, CHUMPS!

Every single video game magazine, including your own, has done an article on *TRON*. I want to tell you, that was probably the worst movie I ever saw. What happened, anyway? And what did *TRON* have to do with video games? I blew five bucks, and if I have to read one more article about that movie I just might throw up.

Reggie Brighton

I guess you told us! *Well, we didn't think the movie was* that *bad. We must confess, it's hard to pass up those outrageous photos that Disney was so kind to give us. With this in mind, we give you* ***THE LAST TRON PHOTO****. Never again will a photo from that movie darken these pages again. We promise!*

Got a question? Got a gripe? Just want a half a million people to see your name in print? Punch your initials in here, partner, and write: Letters To The Editor, Video Games Player, 888 7th Ave., New York, NY 10106.

© 1983 Atari, Inc. All rights reserved. *MS. PAC-MAN and characters are trademarks of Bally Midway Mfg. Co. sublicensed to Atari Inc. by Namco-America, Inc.
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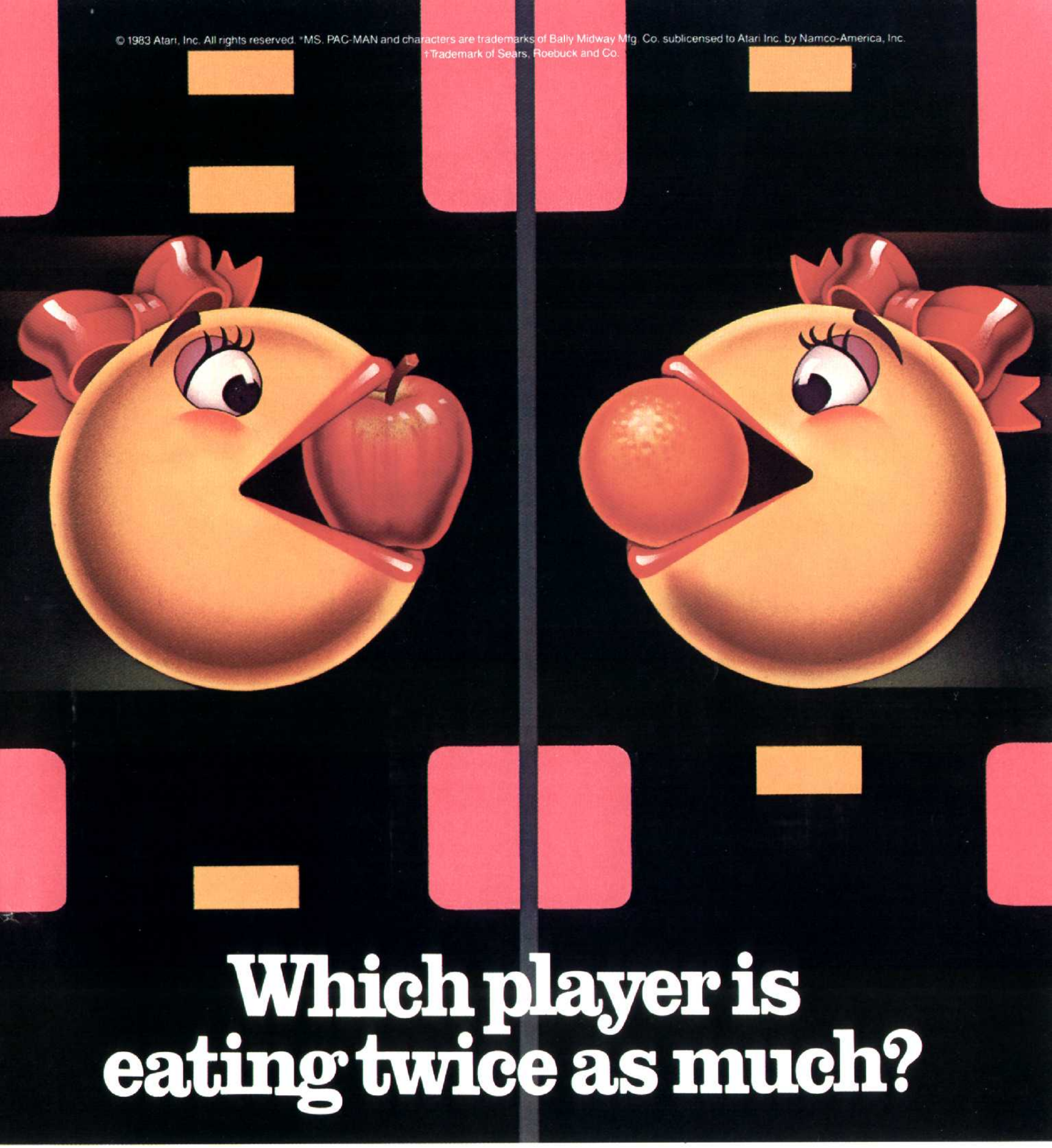
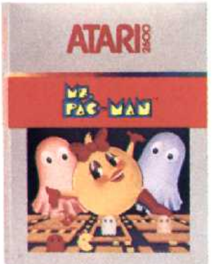


Which player is eating twice as much?

Think fast. Here comes MS. PAC-MAN* from Atari.

Meet the new home version of MS. PAC-MAN. She looks and plays so much like the arcade, she's unlike any home video game you've ever played before. And she's only from Atari for use with the ATARI® 2600,™ and the Sears Video Arcade† systems.

You get four ghosts. Four mazes. Escape tunnels. And lots of floating munchies. Pears to pretzels, apples to oranges. To get the top banana, worth 5000 points, you have to know your little lady backward and forward.



The way the player on the left does. He gets 1000 points for the apple. While the player on the right gets only half as much for the orange. But plenty of indigestion.

So escort MS. PAC-MAN out of the arcade.

Because this woman's place is in the home.

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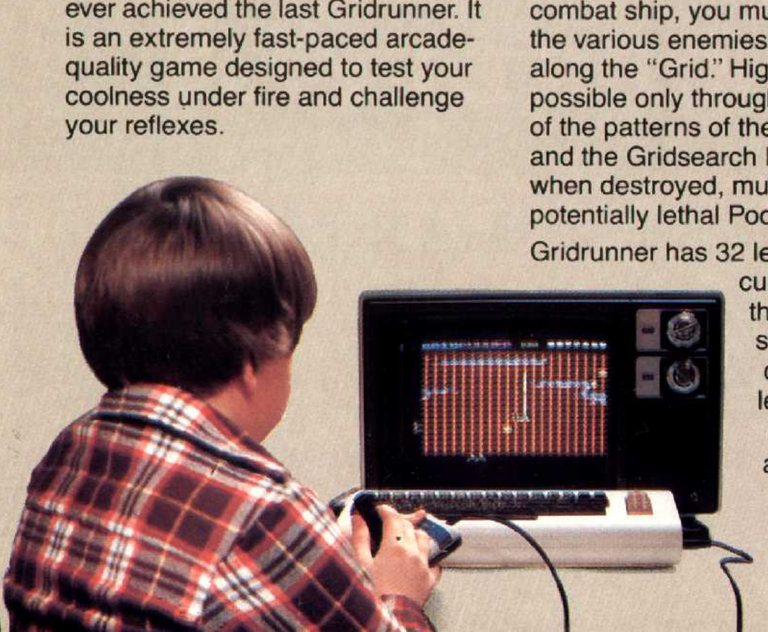
IS GRIDRUNNER™ UNBEATABLE?

No one, not even the author, has ever achieved the last Gridrunner. It is an extremely fast-paced arcade-quality game designed to test your coolness under fire and challenge your reflexes.



As the pilot of the Gridrunner, a combat ship, you must annihilate the various enemies traveling along the "Grid." High scores are possible only through the mastery of the patterns of the X/Y Zappers and the Gridsearch Droids which, when destroyed, mutate into potentially lethal Pods.

Gridrunner has 32 levels of difficulty (20 levels in the VIC 20 version). To this date, the 13th level has been the highest achieved.

Gridrunner is available for VIC 20, Commodore 64 and Atari 400/800.

Gridrunner

Can you beat Gridrunner? See your local computer or games dealer and find out.

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FIRST NEWS WAVE

HOT GOSSIP

Since the success of **Journey Escape**, **Data Age** has been approached by **The Rolling Stones**, **Fleetwood Mac**, and **Styx** to do another rock and roll game... **Atari** reportedly paid **2.2 million** dollars for the rights to make **E.T.** Was it worth it?... **Avalon Hill** has released **V.C.**, the first game based on the **Vietnam War**... **MacDonalds** is approaching video game manufacturers to design a video game the customers could play while they're waiting for their food ... **Beware!** Some of those stores selling the **Atari VCS** for under **$80** aren't including the joysticks or paddles... **Coleco** won't say who their designers are, but they just signed **John Dykstra** to help them with their games. Dykstra won an Academy Award for the special effects on **Star Wars**... By the end of the year, **Atari** will release four voice cartridges to go with the 5200 voice module... There is a new video game system coming from Taiwan—**FunVision**. It will have 24 cartridges and will come with **headphones** for stereo sound. Address is: Fund International, 8 F1-7, 145, Keelung Rd., Sec 1, Taipei, Taiwan... According to Coleco's excellent newsletter, **Experience**, the Turbo road course is based on the real course used in the Grand Prix of Monaco. The darkened tunnel on the course is called "The Tunnel of Death." Address of the ColecoVision Video Club is P.O. Box 4025, Syosset, New York 11791... The sequel to **Raiders of the Lost Ark** will be called **Indiana Jones and the Temple of Death**, starring **Harrison Ford** and **Kate Capshaw**... Watch out for the **Q*Bert** Saturday morning cartoon show... After **Jungle King** was forced to change its name to **Jungle Hunt**, the game died in the arcades... **Walter** "Mr. Video Games" **Day** will be holding the **Second Annual Video Games Olympics** next week at Twin Galaxies arcade in Ottumwa, Iowa. You might have seen the last one on **That's Incredible** ...It's funny how such a big fuss was made over the **X-rated** video games last year, but nobody says a word about **The Texas Chain Saw Massacre** game from Wizard... **Ed English**, who programmed **Frogger** for **Parker Brothers**, also did **Looping** for **Coleco**... The Commodore **VIC-20** is the first computer to sell a million units... Rumor of the year—**Atari** will recall all the **5200 controllers**...95% of the readers of **Seventeen** magazine play video games, so it can't be just boys that are into it... **Atari** is hiring private detectives to find arcades that are dealing with illegal copies. **Nintendo** is on the trail too. So far, they have seized 700 **Donkey Kong** imitations... Since Warner Communications has purchased the **Pittsburgh Pirates**, we suggest they turn the scoreboard in Three River Stadium into a giant video game... **Intellivision III** is coming and it will have a remote control joystick that will operate from 100 yards away. How do you see the TV set?... **Coleco** has licensed the characters of **Dr. Seuss** (real name—Theodore Geisel), so you can expect **Cat In The Hat** and **Grinch** games shortly... **Rockola** never worked the engineering bugs out of **QB-3**, so that promising arcade game will never see the light of day ... **Bally Midway** has won a $545,000 judgement against the Fable Toy Company because Fable's "Moon Man" pillows looked too much like **Pac-Man**... The **Atari symbol** was designed by George Opperman in 1972. **Pong** was very big then, and the big letter **A** represented two opposing video game players with the center of the Pong court in the middle ...Coming soon for the 5200—**Tempest**, **Pengo** and **Robotron 2084**. Can't wait!

Mick and the boys. Will Hang Fire be the next rock video game?

North American Video Game Olympics
Ottumwa, Iowa
Video Game Capital of the World
OPEN

Walter "Mr. Video" Day. Who SAYS nothing's happening in Iowa?

Watch out for more **juicy stuff** next month. Remember —you heard it here first.

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The Video Game Gazette

ALL THE NEWS THAT'S FIT TO PLAY

EXCLUSIVE!

DONKEY KONG SENIOR IN THE WORKS!

NEW YORK*—With *Ms. Pac-Man* actually out-earning *Pac-Man*, the video game companies are convinced that if they have a hit, they're going to clone it. Sequel games will be a big part of the menu this year and here is a sneak peek at what the arcade manufacturers have up their sleeves...

Star Trek: The Convention—Sega's **Star Trek** was a big hit. In **Star Trek: The Convention**, the object is to buy as many buttons, T-shirts and souvenirs as possible during a three-day festival at the Hilton. Extra points are awarded for getting Leonard Nimoy's autograph.

Robotot 2085—Yes, the last human family had an illegitimate child living in Passaic, New Jersey. He returns to fight the Brains and defend humanity.

Donkey Kong Senior—Help Grandpa Kong discover which tree he left his false teeth in as he is chased by the dreaded Creeping Senilities.

Buck Rogers: Caverns of Zabars—Buck shops for Pork butts in a famous New York delicatessen.

Other biggies to watch for: **Ms. Do, Mr. Do-do, Mr. Don't, Time Co-Pilot, Anglo-Zaxxon, Beneath the Valley of Pac-Man, Miss Pac-Man, Cousin Pac-Man** and **Tac-Scan Pac-Man.**

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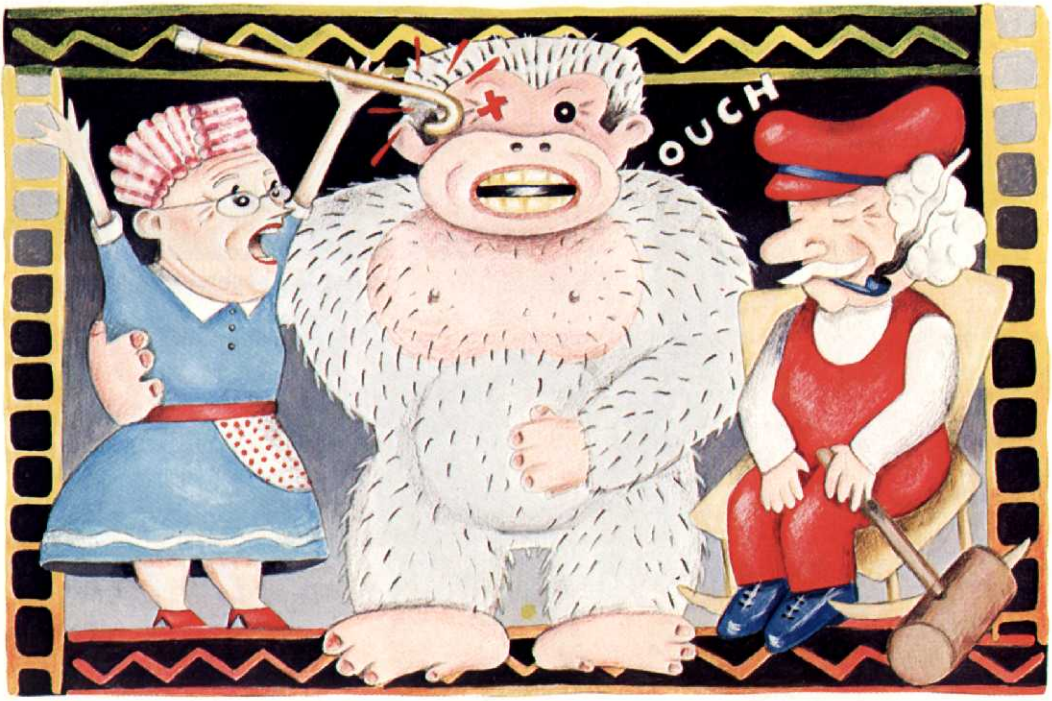
*Just kidding, guys!



Donkey Kong Sr.—Help Mario find Grandpa Kong's false teeth.

ILLUSTRATION BY JULIA GORTON

COPY YOUR GAME CARTS?

LAS VEGAS—A company called Marjac Industries has developed a device that plugs into the Atari VCS and can copy the memory of one cartridge onto another cartridge. The "ROM Scanner" as it is called, will be offered to consumers for the supposed purpose of storing up to ten games on one cartridge and avoiding the trouble of constantly plugging and unplugging games. However, such a device would also tempt people to copy their games and sell them for profit. The record industry is being severely hurt by people taping albums instead of buying new ones, and the video game business may be in for the same. We will keep you informed on this matter.

BIGGEST 1982 HITS

1. Pac-Man (7 million carts)
2. Donkey Kong (4 million)
3. Defender (3.5 million)
4. E.T. (3 million)

ACTIVISION WORLD RECORDS

The following high scores have been announced for Activision games...

DRAGSTER	**5.51**
SKIING	**27.54**
FREEWAY	**34**
BARNSTORMING	**32.74**
GRAND PRIX	**29.49**
STARMASTER	**3971**
PITFALL!	**114,000**

The Video Game Gazette

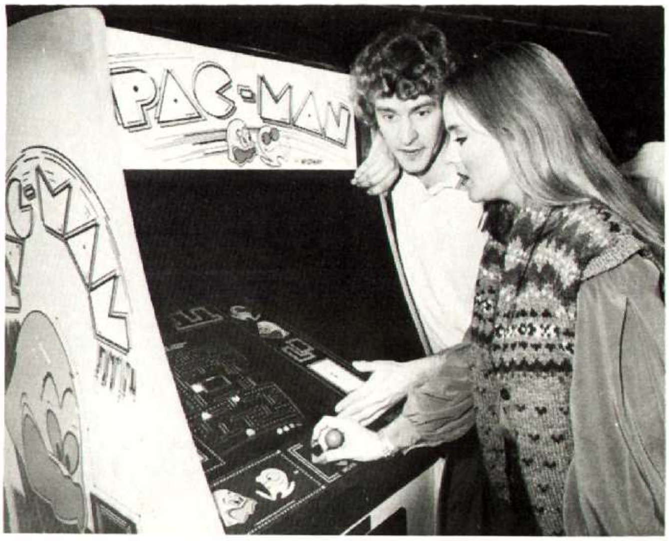
GAME NAMES OUT OF CONTROL

SANTA CLARA, CA—Well, it's almost football season, and you know what that means—it's time for people to get out in the fresh air dressed as giant beefsteak tomatoes.

It used to be that you'd buy a cartridge, say **Asteroids** or **Space Invaders**, and you'd know what kind of game it would be. But ever since the success of Starpath's **Communist Mutants From Space**, game titles are completely off the wall. Fox Video Games' **Revenge of the Beefsteak Tomatoes** and **The Earth Dies Screaming** are two of the most outrageous, with Milton Bradley's **Severmania**, Sirius Software's **Twerps** and ZiMag's **I Want My Mommy** right up there too. Maybe next year we'll have to award a Golden Joystick for Best Game Title of the Year.

BEEFSTEAK TOMATOES DEMAND REVENGE

Beefsteak tomatoes up in arms over ridiculous video game names.



Robin Mattson, the star of television's General Hospital, picks up a few Pac-tips from Doug Nelson.

SOAP STAR AMAZED

BOSTON, MA—When she's not acting in **General Hospital**, Robin Mattson tries to keep Pac-Man healthy. Here she's receiving a few Pac-tips from World Pac-Man champ Doug Nelson at the Boston Video Game Fair. Proceeds from the event went to the Massachusetts Association for Mental Health. Notice that Robin has parked herself at the "safe spot" on the board. Unless the game has been altered, the ghosts will never find her there.

World's Largest Arcade

BOSTON—The World's Largest Arcade and Traveling Circus began a few weeks ago, and you ought to catch it when it comes to your town. In addition to the barnstorming exhibition by the world's finest players, there will be chimpanzees who can beat you at **Pac-Man**, people dressed like Q*Bert, jugglers, acrobats and plenty of games. For more details, call the VGP Hotline.

QUICKIE TRIVIA

Q: What is the only arcade game that will tell you a poem based on your score when the game is over?

A: Domino Man, by Midway. It's soon to be a home video game by CBS.

WHATEVER HAPPENED TO...

Buckman and (**"Pac-Man Fever"**) Garcia

The Video Game Gazette

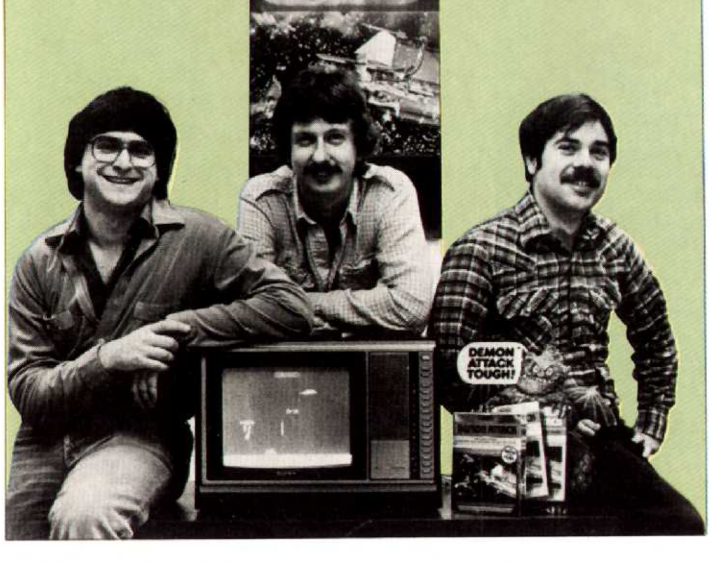
Jeff Sember and Don Mattrick

Millionaire Teenagers

VANCOUVER, B.C.—**Evolution** is a game for the Apple computer that encompasses humanity from the Big Bang until the present, so it ought to be worth a few bucks. It is, and even though its inventors, Jeff Sember and Don Mattrick, are just 16 and 18 respectively, they will soon be millionaires.

RELENTLESS DEMON ATTACK TO TAKE OVER EARTH

LOS GATOS, CA—Imagic's **Demon Attack** has been so successful, they are now making it in **five** formats: Atari VCS, Intellivision, Odyssey^2, Atari 400/800 and VIC-20. Most multi-format games have a different programmer for each system. Pictured here are Rob Fulop (Atari VCS), Dave Johnson (Odyssey^2), and Gary Kato (Intellivision). Fulop also designed **Missile Command.**

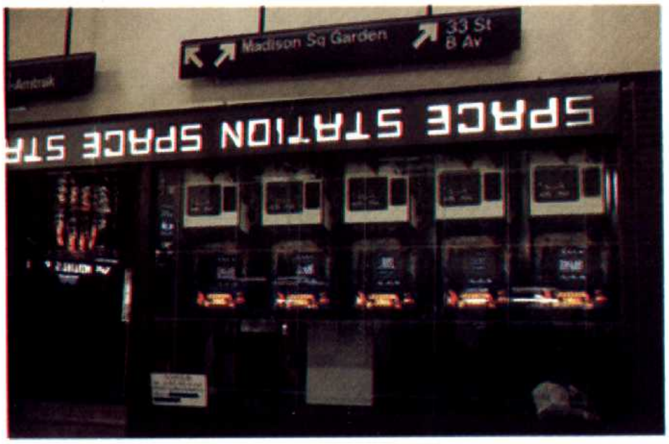


King Pong

BUSHNELL IS BACK!

October 2nd, 1983 will be a day that will go down in video game history. That day will mark the 7th anniversary of Atari founder Nolan Bushnell's sale of the company to Warner Communications. More importantly, it is the day Bushnell's "No-competition" agreement with Atari runs out. He will be free to produce video games again. And according to Bushnell, he will have "games on the street" on October 2nd. The company name will be "Sente."

Bushnell isn't saying much about the games, but he has hinted that they will put the player **in** the game and give the feeling of acceleration and movement. If you want to be the first one to give them a try, go where **we're** going on October 2nd—Pizza Time Theater.



ARCADE OF THE MONTH

NEW YORK—Where else? This is the Space Station arcade, located in New York City's Penn Station, right below Madison Square Garden. Not only is the sign on the arcade upside down, but inside is a row of five Space Invaders machines... upside down and hanging from the ceiling. Don't ask us why. The only problem is, our quarters keep falling out of the slots. If you have an unusual arcade in your area, send us a photo and we'll pay you $15 and put it in Arcade Of The Month.

SOUND FAMILIAR?

"A hearing was held yesterday by the Aldermanic Committee on Laws and Legislation on the proposed ordinance introduced by Alderman Bent prohibiting the admission of children under 16 years of age to motion picture shows unless accompanied by a parent or guardian. At the hearing Alderman Bent explained his ordinance saying that many of the shows were not run by 'fit persons' and that the records of the children's courts showed that a great many youngsters stole in order to get money to attend the places."

January 11, 1909
The New York Times

7-ELEVEN & VIDEO GAMES PLAYER PRESENTS...

THE VIDEO GAME W

So you think you're pretty good, eh? Well, *Video Games Player* is looking for the masters on seven great arcade games, old and new. If you are one of the three best in the country on any of these games, you will see your name in *VGP* and receive a terrific prize. All 21 of these great champions will win a subscription to *Video Games Player*. Then we will have a special drawing. From the 21 names, we are going to choose three winners at random to receive...

First Prize:
The arcade game of your choice!

Second Prize:
One thousand quarters!

Third Prize:
A ColecoVision video game system!

To enter, just go to any 7-Eleven store and choose your best game from the ones listed at right. Give it your best shot, and when the game is over, ask the store clerk to verify your score by store-stamping the coupon on the next page. Then send the coupon to us. We will tabulate all the scores, and if you really whip one of these games, you may get to put one in your home!

RLD CHAMPIONSHIP

WILL YOU BE THE WINNER?

CONTEST RULES

1. This contest applies to the following arcade games in 7-Eleven stores: *Ms. Pac-Man, Donkey Kong, Joust, Defender, Centipede, Galaga, Q*Bert.*

2. The store stamp of the 7-Eleven store, and the name of the employee on duty, must clearly show on the entry coupon. No purchase is required at 7-Eleven, but the game must be scored and verified in a 7-Eleven store.

3. No purchase of *Video Games Player* is required to enter the contest, provided that the contestant submits his score on a form substantially identical to the one below.

4. Employees and franchisees of 7-Eleven, the Southland Corporation, Carnegie Publications or any of its affiliates, and their families are not eligible to participate.

5. *Video Games Player* reserves the right to verify any player's ability on a specific game, via a proctored playing session with Greg Wroblewski, the 7-Eleven game manager.

6. There is no restriction on the number of entries per contestant, as long as the entries are submitted on the attached coupon or a duplicate, and are store-stamped and verified.

7. Entries must be postmarked no later than midnight, August 21st.

8. Winners will be reported in our December-January issue.

9. Offer valid only at participating 7-Elevens.

10. Void where prohibited by law.

11. Applicable taxes are the responsibility of the winners.

Mail this entry form to: World Champ, Video Games Player,
888 7th Ave., New York, NY 10106.

Name of game __________

Score achieved __________

7-Eleven Store Stamp (Employee to verify score listed above)

My name __________
My address __________
City __________ **State** ______ **Zip** ______
Phone Number ( ) __________

WIN AN ARCADE GAME!

NEW PRODUCTS

POCKET COMPUTER

It used to be that computers filled airplane hangars, but Sharp's PC-1250 barely fills your hand. It's made for people who know nothing about computers and comes with a simple instruction booklet prepared by the New York Institute of Technology. It's programmable in extended BASIC and has 24K bytes of ROM including 1.7 bytes of user area. The PC-1250 sells for $110 and you can hook it up to a microcassette recorder and printer for $170. *Sharp Electronics, 10 Sharp Plaza, Paramus, New Jersey 07652.*

ATARI TRAK-BALL

If they try to join you, beat 'em. Atari has finally come out with accessory controllers for the 2600 and 5200. This new Trak-Ball ($80 for the 5200 and $50 for the 2600) gives you rapid 360-degree control, perfect for games like *Centipede* and *Missile Command.* Notice the fire buttons on both sides of the ball. Also from Atari—the Proline Joystick for the VCS only. Available in July for $20. *And if you can't find their address, you're living in a cave.*

Clue #1: Solvalou vs. Toroid patrol fleet and Zoshi death squad

VOICE RECOGNITION MODULE

Last year Mattel and Odyssey gave us games that talked. This year Milton Bradley is giving us games we can talk *to.* With their "Expander" and a Texas Instruments 99/4A computer, you can play a game of baseball in which you say "first" and the ball is thrown to first base. The Expander includes a 64 position keypad, a joystick, and a headset microphone. More games are coming, too—*Space Bandit, Bigfoot, Meteor Belt* and everybody's fave—*Sewermania. Milton Bradley, 443 Shaker Rd., East Longmeadow, MA 01028.*

THREE WAY JOYSTICK

At last, a joystick for people with three hands. The Wico Three Way Deluxe Joystick is innovative because it lets you choose one of three interchangeable grips—a smooth bat handle, a smooth grip handle, or a grip with grooves for fingers. The two fire buttons operate independently. The stick will set you back $45 and it will fit your Atari VCS, 400/800, or Commodore computer. Full year warranty. Five foot cord. Helps you get a grip on yourself. *Wico Corp., 6400 W. Gross Point Rd., Niles, IL 60648.*

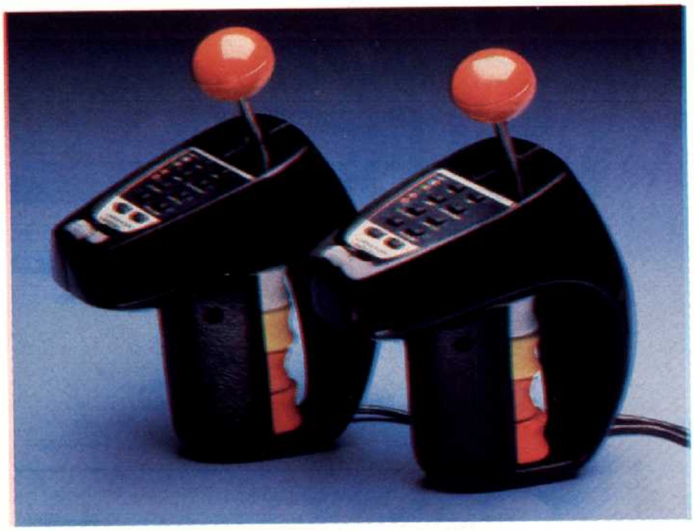
INTELLIVISION JOYSTICK

Disc pads got you down? Slap these babies on your keypads and you've got an instant joystick. All you've got to do is stick a small Velcro pad (included) on your disc and another on the Control-Pole. Sticks like magic! Then, if you want to take the pole off, you have a soft pad to cushion your thumb. Two Control-Poles sell for $9.95 from: *TVD Video Products Co., P.O. Box 240, West Covina, CA 91790.*

JOYSTICK HOLDER

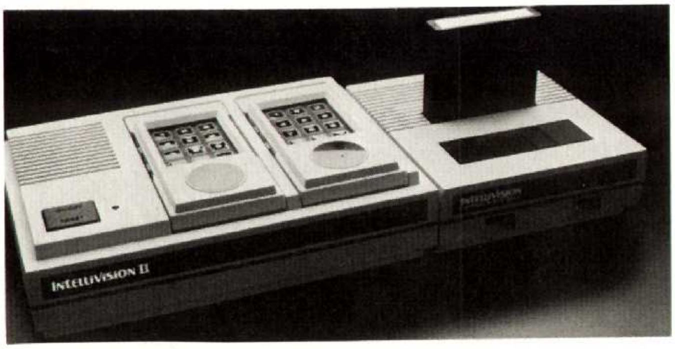
The problems with joysticks are these: If they're big, you can't just hold them in your hands and if you rest them on a table they topple over. If they're small, you *have* to hold them in your hands and use your slow-moving thumb for the fire button. CBS Video Games' Stick Stand gives the Atari joystick a wider base so you can rest the stick on a table and pound the fire button like mad. It also comes with a "Bozo-nose" joystick grip. *CBS Video Games, 41 Madison Ave., New York, NY 10010.*

Stick Stand
CBS Video Games



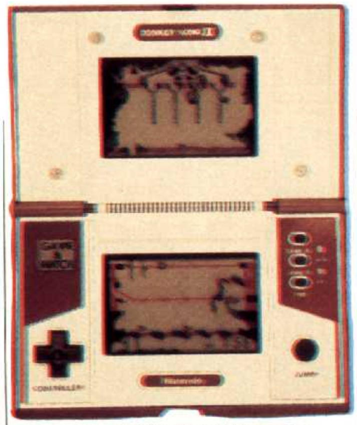
SUPER ACTION CONTROLLERS

At first glance, you're not sure if you should use these things to play games or stamp the prices on cans of soup. But it doesn't take long to figure out that Coleco has done it again. Two SACs come packaged with *Contact Baseball* and can also be used for *Contact Football*. That's an eight-button keypad up top with eight-position joystick and speed roller to change the pace of the game. The four triggers are for four separate functions, like hitting, running, sliding, and entering the free agent draft. It's amazing! *Coleco, 945 Asylum Ave., Hartford, CT 06105.*



INTELLIVISION/ATARI ADAPTER

If American and Russian space ships can dock in space, Atari and Intellivision can dock in your living room. Mattel's new "System Changer" plugs into the Intellivision II so you can play Atari VCS compatible cartridges on it. It features two difficulty switches, color selector, joystick ports, the works. The System Changer will also fit the original Intellivision, with certain factory adjustments. In this crazy world, you can even play your M Network games on it! *Mattel, 5150 Rosecrans Ave., Hawthorne, CA 90250.*



DONKEY KONG JR.

We used to have a handheld *Donkey Kong* in the office here, but we spent so much time playing it, we haven't come out with an issue of the magazine in ten months. Now that *Donkey Kong Jr.* is here, we don't know *what's* going to happen. *Junior*, believe it or not, provides two play screens with different action occuring simultaneously on each. And it tells time too! Others in the Nintendo library—*Mickey and Donald, Oil Panic, Greenhouse, Popeye, Snoopy Tennis* and *Fire Attack. Nintendo, 4820-150th Ave., N.E., P.O. Box 957, Redmond, WA 98052.*

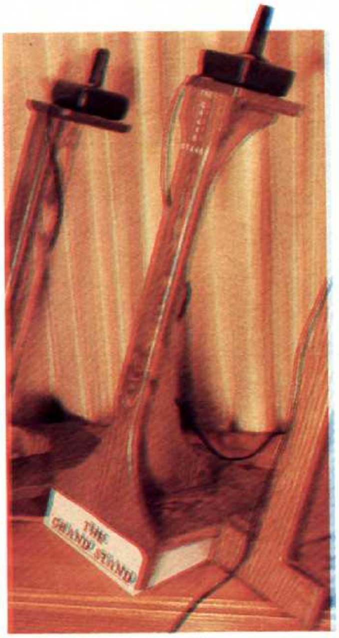
THE JOYBOARD

This *has* to be the most outrageous product of the year. Step up on this number and you can play video games with your feet! The Joyboard looks like a bathroom scale and plugs into your Atari VCS controller jack. When you shift your weight left, your screen character moves left. When you shift your weight right, it goes right. It's available this month for $49, including *Mogul Maniac*, a skiing game. *Surf's Up* and *Off Your Rocker* will follow. Our lives are now complete—we can play video games while we eat! *Amiga Corp., 3350 Scott Boulevard, Bld. 7, Santa Clara, CA 95051.*

THE JOYBOARD

THE GRAND STAND

Each year, thousands of defenseless teenagers are struck down by that dreaded disease…video game wrist. But now, thanks to this product, they can live to play one more day. The Grand Stand stabilizes your joystick at a comfortable 26 inches off the floor and reduces wrist and elbow fatigue. It adapts to all the major joysticks and sells for $34.95 assembled and $22.95 in kit form. It also lifts and separates. So check it out if you want to take the pain out of the game. *The Grand Stand Co., 4231 Bluebell Ave., Studio City, CA 91604.*



Lights! Camera! Action! Roll 'em!

Here Come the 1983 Summer Movie Games

By Tony Cohen

ILLUSTRATION BY E.P. STEADMAN

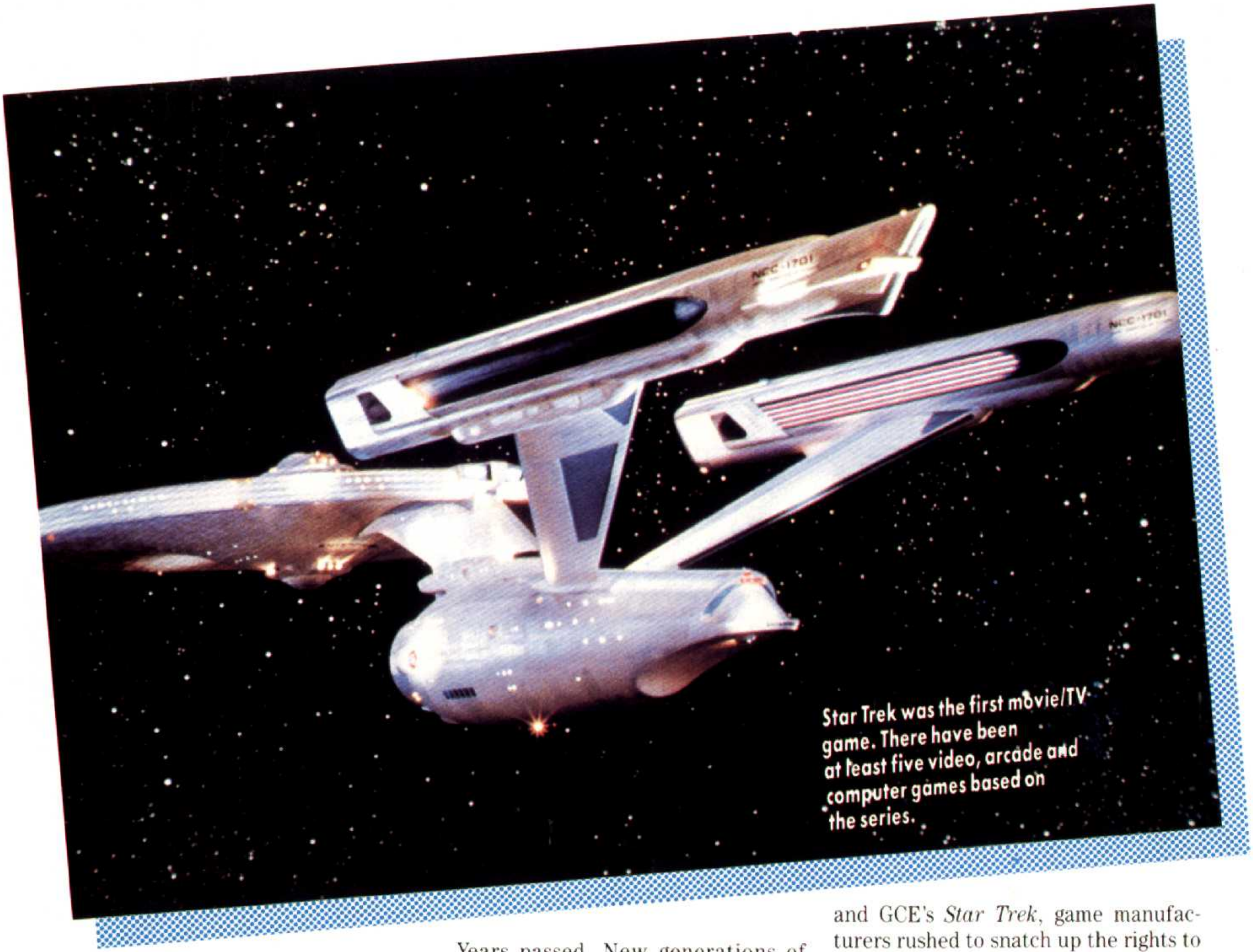
Into the gunsight comes a pair of legs even Bo Derek would kill for. Through them, you see a dapper figure in a tuxedo. He turns. The music swells. The figure whirls into action and when it's all over, he gets both the girl and the would-be killer.

James Bond, Agent 007? But of course, old man.

Another scene: On an ancient world run by magic as much as by science, Prince Colwyn and Rell, the Cyclops, invade The Black Fortress, where dwells The Beast. But before they can do battle with that powerful creature, they must first escape The Widow in the Web.

One more scene: Han Solo, freed from his *Empire Strikes Back* captivity, fights Darth Vader's legions for the sake of Princess Leia and her rebel forces. On sand-speeders, they battle something named Jabba the Hut. And Luke Skywalker endures trials-by-fire to finally become a Jedi Knight.

E.T. Steadman



Star Trek was the first movie/TV game. There have been at least five video, arcade and computer games based on the series.

You don't have to go to the theaters to experience these scenes. You'll probably want to, but you won't have to. Why? They will all be coming to video games this summer. And with the lessons of past movie-game flops still stuck in video game-makers minds, the summer games are likely to be total killers.

They'd better—Parker Brothers' *Star Wars* and *James Bond* games, Atari's tentatively scheduled *Krull* and Coleco and Sega's *Tarzan* and *Buck Rogers* games have a mixed reputation to uphold. Take the first TV-movie-based game: *Star Trek*. Not the one from Vectrex; the one from The Massachusetts Institute of Technology.

M.I.T. isn't known for playing games. The school's reputation is for producing scientists, not science-fiction. Yet in 1962, a graduate student named Steve Russell decided to take a relatively new invention called the computer, and put rockets and missiles and a sun on a black-and-white monitor. On a room-sized computer costing half-a-million dollars, one of the first video games was born.

Years passed. New generations of M.I.T. undergrads handed down this game to their successors. It was eventually called *Spacewar*. By 1970, when the TV show *Star Trek* was just leaving the air, some inspired programmer decided to give *Spacewar* the view from the Enterprise bridge. He or she changed the game so that the player saw Klingons and Romulans through Captain Kirk's eyes, as if you were looking out through the main viewscreen of your starship. *Spacewar* became *Star Trek*.

Nobody told William Shatner about it. Or Leonard Nimoy. But in some forgotten computer lab, the first TV-movie video game was born.

Today, there are at least five *Star Trek* video games out or forthcoming. There are two dozen more movie-based games available, and at least that many more are scheduled for release by the end of the year. From virtually no such games in 1981 to half-a-hundred out by the end of 1983, it seems that video games have gone to the movies.

It has definitely gotten out of hand. After the success of the first few movie games, Parker's *Empire Strikes Back* and GCE's *Star Trek*, game manufacturers rushed to snatch up the rights to every hit movie ever made. We can see why Mattel snapped up the rights to *Tron*, and *Raiders of the Lost Ark* could have been a terrific game...but *Porky's*? Look for it this summer from Fox Video Games.

In the beginning...

The first rush of moviegames yielded U.S. Games' *Towering Inferno*, Tigervision's *King Kong*, Atari's *E.T.* and *Raiders*, and Mattel's *Tron Deadly Discs*. All seemed promising, yet they didn't pack that movie punch. *Raiders* particularly, with its crude graphics and incoherent game play, took some of the worst abuse and died a quick death.

The second wave of moviegames, which included Fox's *Alien*, *Fantastic Voyage* and heavily advertised *Mega Force*, Data Age's *Frankenstein's Monster* and the second *Tron* game, *Maze-a-Tron*, failed to produce any big hits either.

Sometimes the problem was playability. Sometimes the movie games just got lost in the glut of games licensed from comics, TV and arcade games. Often,

> **"This summer there are two new James Bond movies and a video game cartridge from Parker—James Bond, Agent 007."**

there was a question of appropriateness —what made *Mega Force* any different from *Defender*, really? Why call *Fantastic Voyage* that and not, say, *Micro Surgeon*? In short, there seemed to be only a flimsy connection between the game and the movie it was supposed to be based on.

This summer, the moviegames have to do better. How? By trying new kinds of games. Science fiction games will still be there—three new *Return of the Jedi* games from Parker Brothers, *Buck Rogers* games from Coleco and Sega, *Flash Gordon* and *War of the Worlds* from Fox. But so will other kinds of games. Comedy, Horror, Western, Sword and Sorcery and even video games based on musicals are on their way.

But let's take the science-fiction movies first.

In addition to *Jedi Arena*, Parker Brothers also has *Revenge of the Jedi I* and *II*, two games based more directly on the new George Lucas space-fantasy. The first is out already; the second won't be out 'til October. Like *Empire*, the *Revenge* games will take action scenes from the movie and let you control the action. We'll likely see the desert battle of Luke and company (manning sand-speeders) against the slug-like Jabba the Hut, as well as other scenes.

With *Octopussy* (starring Roger Moore) and *Never Say Never Again* (with original 007 Sean Connery) coming out almost at once, we should all be in "Bond-age" this summer. Parker Brothers has licensed its *James Bond, Agent 007* game from MGMUA, the maker of *Octopussy*. The company's not exactly adapting that movie, but we will get a typically Bondian show—it's a shoot-'em-up search game where 007 must make it through perilous obstacles after a world-threatening criminal.

There have been on-again, off-again plans for a new Buck Rogers movie for some time. Buck may finally hit the screens this summer. The four games won't be based on the movie, though. Sega's *Secrets of Zadar* and *Caverns of Zagreb* are licensed from the original pulp-magazine character, and Coleco's *Planet of Zoom* from the Sega arcade game. Go figure.

Flash Gordon

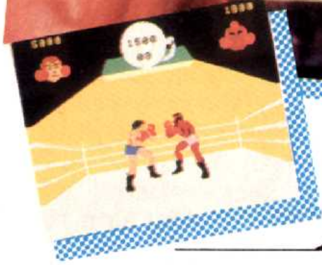
Coleco's *Tarzan* won't be based on the new Tarzan movie *Greystroke* (Tarz's real name, you know) either, but will be a *Pitfall*-ish game of the jungle lord swinging around, dodging dangers and picking up precious objects.

9 to 5 or Friday the 13th?

How do you turn a comedy into a video game while keeping the movie's spirit intact? Whimsy seems to play a big part —a serious, straight-faced video game based on a comic movie wouldn't do. In Fox's *9-5*, whimsy certainly plays a role: You're a secretary who has to perform daily chores and get coffee for the boss. This may not carry on the anti-sexist theme the movie tried to put forth, but

Imagine the game based on James Bond's Octopussy.

PHOTO BY FRANK CONNOR



"Hit one trigger and Mr. T throws a left jab at Rocky's head. Hit another and he lays him out with a right cross."

Space Invaders, it's not. The same light tone holds true for Sega's whimsical *Airplane* and *48 Hrs. Pac-Man* proved, of course, that whimsical games can be both fun and popular, and it ousted the dead-serious *Space Invaders* from its king-of-the-video game throne.

Can video games generate horror? It's hard to say, since horror goes beyond shock or even suspense. In such classic horror-dramas as Tod Browning's *Freaks* or the Lon Chaney, Sr. version of *The Hunchback of Notre Dame*, we saw parts of ourselves we'd rather keep hidden. Can Wizard Video Games' *Halloween* or *The Texas Chainsaw Massacre* do the same?

Halloween seems pretty tame: You have to divert a knife-wielding maniac from slaughtering children. *Texas Chainsaw Massacre* is a little better gore-wise. It finds you as Leatherface, one of the movie's demented murderers, and has you chasing terrified victims with a raging chainsaw. You have to kill your prey before your chainsaw runs out of fuel. The victims do come back, however, to kick Leatherface in the butt, which may herald a cry for zombie lib.

Sega's upcoming *Friday the 13th* absolutely wimps out, though. It's planned as less a horror game than as a whimsical, cartoonish one that only takes the horror movie's title and will be about "the nasty things that can happen to a person on Friday the 13th." It's scheduled for October release, though, to tie in with Halloween. From the sound of it, April Fool's Day might have been better.

Other kinds of movies should translate more easily in the new games about to come out. A Western, such as 20th Century-Fox's *Butch Cassidy and the Sundance Kid* movie, is seemingly tailored for adaptation as a video shoot-'em-up. (Fox Video Games, of course, is doing it.) Sportsmovie games, such as Coleco's *Rocky Battles the Champ* and *Rocky Super-Action Boxing* and Data Age's *Mr. T* are on the way too.

"Can you turn a comedy into a video game? Fox will try it with Porky's and 9 to 5, but Sega has decided against making *Airplane III— The Game.*"

Upcoming sword-and-sorcery games (Coleco's *Sword and the Sorcerer*, Sega's *Dragonslayer*, Atari's tentatively scheduled *Krull*) promise to be worthwhile, with the lessons of *Raiders* and other flops contributing to good game play. Sega's *Marathon Man*, based on the Dustin Hoffman-Laurence Olivier suspense-thriller, was, in fact, shelved because early versions couldn't pass the company playability requirements.

While play value will almost undoubtedly be higher in these new movie-based games than many of those in the past, will they be much different from the scores of video games already here? What, if anything, will distinguish them as *movie* games? Coleco's *Wizard of Oz*, for example, takes its name from the classic musical starring Judy Garland. Yet it appears to be just another video obstacle course—get Dorothy and her friends to the Emerald City while avoiding Monkey Men and the Wicked Witch of the West.

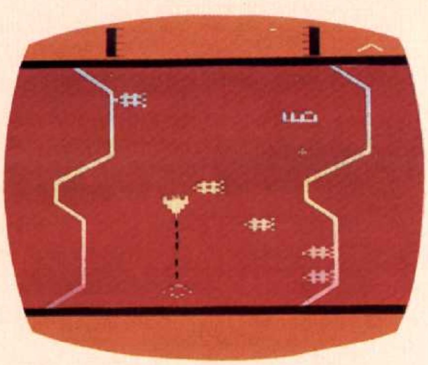
It's important to remember that movies adapted from books have always had to face the criticism that, "the book was better." Often, the book wasn't better, just different. A book and a movie are two different media and do their jobs differently. A video game and a movie are equally different.

Yet a movie based on a book almost invariably carries the spirit of the original work—or else, why bother to pay for the rights to it? "One of the reasons to adapt a movie is that the title is already well-known," says Jerry Nieves, vice-president of Wizard. "Half the publicity is already there and you have an image of the game. But if you're adapting a movie, the movie has to generate the game play—you don't come up with a game first and then tack the name on. *Texas Chainsaw Massacre* was a controversial movie—why shouldn't it be a controversial game?"

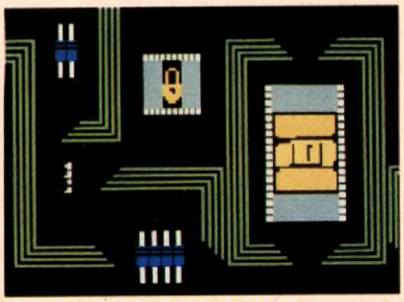
Nieves' feelings may well be echoed by video game manufacturers seeking to lure increasingly sophisticated fans. There have been instances in the movies and TV—the mini-series *Rich Man, Poor Man* comes immediately to mind—where the adaptation was arguably *better* than the source.

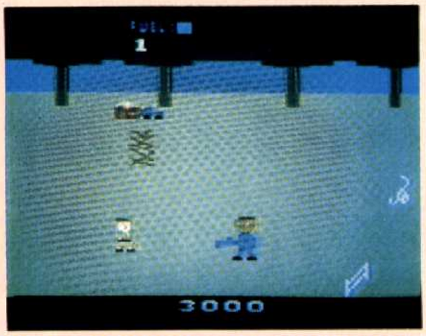
How faithful a movie-based video game can ultimately be is another question. When a company calling itself Games People Play can promise a video game based on the breakthrough porn flick *Deep Throat*, you do have to wonder how satisfying a video game can possibly be. ☐

NAME THESE MOVIE GAMES



Fantastic Voyage, Texas Chain Saw Massacre, Tron
Maze-A-Tron





WHAT'S IN STORE FOR YOU?

ACTIVISION

Enduro, Plaque Attack, Robotank (VCS). Happy Trails (IN). 400/800 games in a few months.

AMIGA

Surf's Up, Off Your Rocker (VCS).

ATARI

Dig Dug, Kangaroo, Jungle Hunt, Tennis, Soccer (VCS and 5200). Pole Position, Space Dungeon, Vanguard, Countermeasure (5200). Oscar's Trash Race, Cookie Monster Crunch, Alpha Beam, Grover's Music Maker, Big Bird Egg Catch (VCS). Games based on Mickey Mouse, Donald Duck, Dumbo and Goofy this summer.

AVALON HILL

V.C., Empire of the Overmind, Alien (Apple Disk). Controller, Voyager, G.F.S. Sorceress (Apple Cassette).

BRODERBUND

Questron, Lode Runner, Gumball (Apple). Operation Whirlwind, Matchboxes (400/800).

CBS

Wings, Tunnel Runner (VCS, IN). BluePrint, Solar Fox, Domino Man, Satan's Hollow to come. Boulders and Bombs, Mountain King (400/800).

COLECO

Turbo, Time Pilot, Looping, Pepper II, Donkey Kong Jr., Smurf Rescue, Tarzan (VCS, IN, COL). Wild Western, Mr. Do, Papa Smurf (VCS, COL). Frenzy, Mouse Trap, Lady Bug, Venture (IN, COL). Space Panic, Victory, Gorf, Buck Rogers, Wizard of Wor, Subroc, Satan's Hollow, TacScan, Slither, Destruction Derby, Dracula, Wizard of Oz, Tunnels and Trolls, Sword and Sorcerer, Ken Uston Blackjack/Poker, Skiing, Super Action Baseball, Football, Boxing, Omega Race (COL). Berenstain Bears (GEM).

COMMAVID

Cakewalk, Stronghold, Rush Hour (VCS).

CREATIVE SOFTWARE

Rat Hotel, Moondust, Pipes (VIC). Astroblitz, Trashman, Save New York, Moondust (64).

DATA AGE

Mr. Bill's Neighborhood, Smokey the Bear, Metamorphosis (tentative title) (VCS).

DATASOFT

Zaxxon, Moon Shuttle (400/800, Apple, TRS-80). Dallas, Return of the Dragon, Fists of Fury, Heathcliff, Top Cat, Banjo the Woodpile Cat to come.

DATAMOST

Vortex, Roundabout, Aztec (400/800, IBM, 64). Tubeway (IBM, 64). Wiz & Roo (400/800). Killer Klams, Space Spikes (Apple).

EPYX

Hellfire Warrior, Jumpman (400/800). Jabbertalky, New World (Apple, TRS-80). Richochet (VIC).

FIRST STAR

Astrochase (Apple, VIC). Rock Rider, Squish, Panic Button, Dangerous Cargo, Top Secret, Metamorphosis to come.

FOX

Mash, Meltdown, 9-5, Fall Guy, Porky's (VCS, COL, IN, 400/800, VIC, TI). Voyage to the Bottom of the Sea, Butch Cassidy and the Sundance Kid (VCS, 400/800). Alligator People (VCS).

GCE

Spike, Heads Up, Web Wars, Fortress of Narzod, Sock It, Flip Out, Bedlam, Power Trip (VEC).

GREAT GAME COMPANY

Family Feud, The Price is Right, Password, The Joker's Wild, Tic Tac Dough, Wheel of Fortune, Jeopardy.

HES

Aggressor, Shamus, Protector, Queen's Bedroom, Robot Panic, Pirate's Peril, Gridrunner (VIC, 64).

IMAGIC

Ice Trek, Dracula, Tropical Troubles, White Water, Safecracker, Truckin' (IN). Escape From Argos, Sky Patrol (VCS). Games for ColecoVision and Texas Instruments in August.

INFOCOM

Witness (400/800, Apple, IBM, 64, TRS-80).

INSOFT

Mystrix (IBM).

MATTEL

BurgerTime, Mission X, Mystic Castle, Winter Olympics, Buzz Bombers, Loco Motion, Vectron, Arctic Squares (IN). BurgerTime, Loco Motion, Golden Skull, Star Strike, Computer Revenge, Winter Olympics, Rocky and Bullwinkle, Kool Aid, Scooby Doo Maze, Masters of Universe (VCS). BurgerTime, Night Stalker, Space Battle, Heavy Artillery (Apple, IBM).

PARKER BROTHERS

Strawberry Shortcake, Sky Skipper, Incredible Hulk (VCS). James Bond (VCS, IN). Lord of the Rings (VCS, IN, 5200). Q*Bert, Tutankham, Super Cobra, Popeye, Frogger (VCS, IN, COL, 5200).

PENGUIN

Pie Man, Crime Wave, Spy's Demise, Transylvania, Thunderbombs (Apple).

ROKLAN

Lifespan, Eyes, Rockball, Da' Fuzz, Middle of the Road Lizard, Anti-Sub Patrol, Castle Hassle (400/800 cartridges).

SEGA

Star Trek: The Wrath of Khan, Star Trek: In Search of Spock, Dragonslayer, Mission Impossible, War of the Worlds, Friday the 13th, Buck Rogers: Secrets of Zadar, Caverns of Zagreb, Marathon of Zenda (VCS).

SCHOLASTIC

Microzine, Square Pairs, Turtle Tracks, Electronic Birthday (Apple, 400/800, TI, VIC).

SIRIUS

Squish 'Em (VCS, COL), Turmoil (COL), Repton, Blade of Blackpoole, Critical Mass, Type Attack, Snake Byte, Spider City, Squish 'em, Final Orbit, Alpha Shields, Turmoil (64). Flip Out, Wavy Navy, Spider City, Alpha Shield, Burger Bash, Type Attack (400/800). Spider City, Plasmania, Final Orbit, Burger Bash (VIC).

SPECTRAVISION

Galactic Tactic, Master Builder, Mangia (VCS).

STAR PATH

Three games to come: a sports game, a party game, and "one that has rabbits in it."

SYNAPSE

Astro Patrol, Fort Apocalypse, Gridworld, Drelbs, Slamball, Pharaoh's Curse, Harrier (VIC, 64).

SYNERGISTIC

Microbe, Bolo, Adventure to Atlantis (Apple).

TELESYS

Bouncing Baby Bunnies (VCS), Fast Food, Ram it (VIC, 64).

THORN EMI

River Rescue, Mutant Herd, Save the Seven Seas, Orc Attack, Hockey (400/800). Sub Commander, River Rescue (TI). Sub Commander, Fourth Encounter (VIC).

TIGERVISION

Polaris (VCS).

TRONIX

Deadly Skies, Gold Fever!, Scorpion (VIC).

ZIMAG

I Want My Mommy, Tanks But No Tanks, Bailout, Caverns of Or, Dishaster, Cosmic Corridor (VCS), River Rat, Collision Course, Nineball, Cat-Nap (400/800).

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WHAT'S IN STORE FOR YOU?

ACTIVISION

Enduro, Plaque Attack, Robotank (VCS). Happy Trails (IN). 400/800 games in a few months.

AMIGA

Surf's Up, Off Your Rocker (VCS).

ATARI

Dig Dug, Kangaroo, Jungle Hunt, Tennis, Soccer (VCS and 5200). Pole Position, Space Dungeon, Vanguard, Countermeasure (5200). Oscar's Trash Race, Cookie Monster Crunch, Alpha Beam, Grover's Music Maker, Big Bird Egg Catch (VCS). Games based on Mickey Mouse, Donald Duck, Dumbo and Goofy this summer.

AVALON HILL

V.C., Empire of the Overmind, Alien (Apple Disk). Controller, Voyager, G.F.S. Sorceress (Apple Cassette).

BRODERBUND

Questron, Lode Runner, Gumball (Apple). Operation Whirlwind, Matchboxes (400/800).

CBS

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Polaris (VCS).

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Deadly Skies, Gold Fever!, Scorpion (VIC).

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SWAP SHOP

I just bought an Atari 5200, so I'm selling these VCS cartridges: **Venture**, **Haunted House**, **Basketball**, **Bowling**, **Circus Atari**, **Stampede**, **Trick Shot**, **Space Invaders**, **Pac-Man**, **Asteroids**, **Home Run**, **Street Racer**, **Adventure**, and **Air/Sea Battle**. Willing to swap for 5200 games or cash okay too. Make me an offer. Brian Tilton, 5212 Lena Dr., LaPalma, CA 90623.

I'm looking for Intellivision Intellivoice games in exchange for my **Micro Surgeon** and **Dragon Fire** by Imagic. Kris Johnson, 6077 Holliday Blvd., Salt Lake City, Utah 84121.

Want to get rid of my **Air/Sea Battle**, **Surround**, and **Space War**. Make me an offer I can't refuse. Also, if you're willing to sell your ColecoVision for around $150, get in touch. James R. Casey II, 8040 S.W. 196 Terr., Miami, Florida 33189.

For Sale—Atari VCS 2600. $80 or best offer. Jay Bullbear, P.O.Box 133, Hominy, OK 74035.

Intellivision owners! Want to buy my used **Star Strike** or **Astrosmash** cartridge? $15 each. Joseph Ringler, 2415 Paris N.E., Grand Rapids, MI 49505

Selling used cartridges. **Combat** ($5), **Target Fun** ($5), **Haunted House** ($15), **Indy 500** with controllers ($15), and **Video Olympics** ($8). Write to Chet Lapeza, 1202 Camellia Dr., Cordel, Georgia 31015.

I wouldn't mind getting rid of some of my cartridges. If you pay me $7 for **Golf**, $18 for **E.T.**, $15 for **Swordquest**, $15 for **Donkey Kong**, $10 for **Warlords**, $7 for **Laser Blast** or make me an offer. I'm also interested in getting the Spectravision joystick if you want to make a swap. All the cartridges are for the VCS. Tommy Clarke, 3 Carmen Circle, Medfield, MA 02052.

I have an Atari VCS to sell for $60. Also some cartridges: **Defender**, **Pitfall**, **Space Invaders**, **Asteroids**, **Missile Command**, **Star Voyager**. Make offer for the games. John Robbins, 806 S.W. Bell, Des Moines, Iowa 50315.

Got $12? I'll give you **Pac-Man**, **Asteroids**, **Stellar Track** for it. Bill Dibble, 858 7th Ave., Troy, NY 12182.

For sale, Odyssey^2 with games. **K.C. Munchkin**, **UFO**, **Alien Invaders**, **Bowling**, **Basketball**, **Breakdown/Blockout** and **Football**. Best offer. Sean Gepner, 5717 Greenbriar Dr., West Bloomfield, MI.

Star Raiders for the 2600 for sale for $15. It's a steal. Delty Winfrey, 515 Nashua Rd., Liberty, MO 64068.

I'll give you my **Donkey Kong** (for the Atari) if you give me your **Vanguard** or **River Raid**. Also for sale—**Maze Craze** and **Megamania**. $5-$10. Jerry Zelko, 2106 W. 120 Street, Leawood, Kansas 66209.

For $15 you can have my Intellivision games **Star Strike**, **Boxing**, or **U.S. Ski Team Skiing**. Troy West, 6116 600 West, Oak Harbor, Washington 98277.

Does anybody out there have cord extenders for the Atari 2600 controller? Please write to me. Mike Devereaux, 720 Glacier Rd., Pewaukee, Wisconsin 53072.

I will trade you my Atari **Defender** if you give me either Fox's **Turmoil** or Spectravision's **Nexar**. Charles M. Price, 1405 Johnson Ave., Sterling, Illinois 61081.

You give me your Intellivision **Auto Racing** and I'll give you my **Space Armada**. Alexander J. Bailey, 5304 38th St. Apt. A, Lubbock, TX 79414.

Computer game fans! I am looking to get some of the new ones from Synapse. I'll trade you my **Protector** (Synapse), **Temple of Apshai** (Epyx), and **Rescue at Rigel** (Epyx). Write to John Fritz, 30 Skillman Ave., Jersey City, New Jersey 07306.

Just got a new ColecoVision and am looking to purchase cartridges. Let me know what you're looking to give up and I'll make you an offer. Andrew Champion, 3832 Southwestern, Houston, Texas 77005.

Want to buy my **Pac-Man**, **Earthworld**, **Surround**, **Stampede**, **Venture** or **Berzerk** carts, all for the Atari VCS? Make me an offer. Will accept money or games and am also interested in getting the Atari Trak-ball and Spectravision Quick Shot joystick. Glen Apgar, 1040 Cartaret Rd., Bridgewater, New Jersey 08807.

For trade—**Space Armada**, **Astrosmash** and **Triple Action** for Intellivision in exchange for **Tron Deadly Discs** or Intellivoice and Intellivoice games. I also want to sell my **Star Strike** to the highest bidder. Mike Novak, 7715 East T.S. Ave., Scotts, Michigan 49088.

Wanted! Used video game cartridges for Atari VCS. We buy. We sell. You must send a self-addressed, stamped envelope to receive our buying and selling price list. Forest Hills Used Video Game Cartridges, Dept. 14, 63-56 108th St., Forest Hills, NY 13375. Largest dealer of used cartridges in the U.S. More than 60 titles in stock at all times.

The Swap Shop is a free (no catches, no strings attached, no ripoffs) service to our readers. Do you have some old games or equipment you're tired of? Do you want to make a swap? Or maybe you just want to get in touch with thousands of other gamers? The Swap Shop is for you. Send your ad, along with your name and address to: Swap Shop, Video Games Player, Carnegie Publications, 888 7th Ave., New York, NY 10106. We will print as many ads as fit the page. We accept no responsibility after an ad is published.

Clue #2: Cherry Gumdrops, Glazed Donuts, Coney Island Dogs

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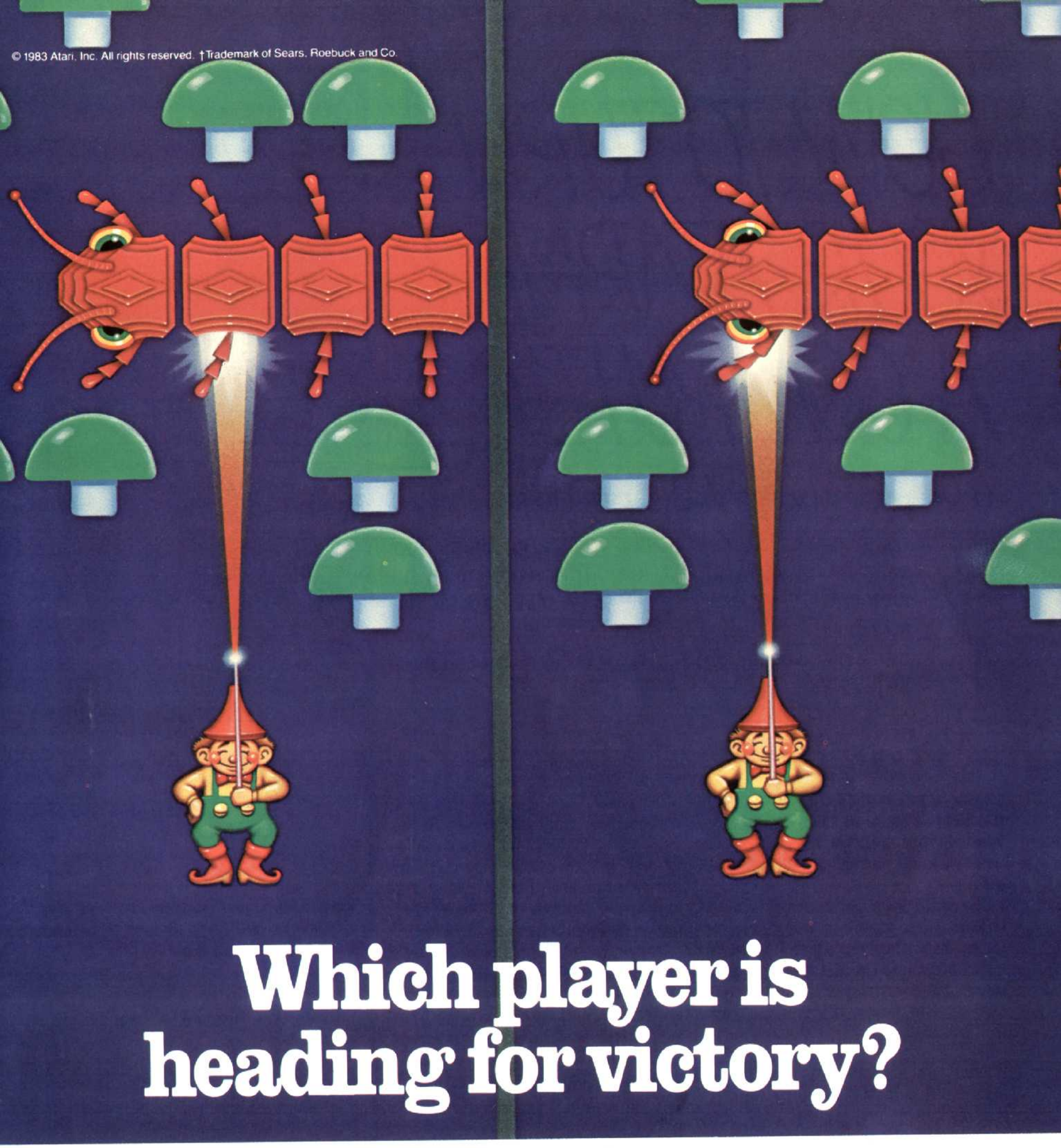


Which player is heading for victory?

Better find out. Here comes Centipede™ from Atari.

Look out. Centipede's escaping from the arcade. Grabbing every great arcade feature it can. And it's only from Atari, for use with the ATARI® 2600,™ Sears Video Arcade† systems, and the ATARI 5200™ SuperSystem.

There's the same relentless attack of centipedes, scorpions, fleas, and spiders. A mushroom garden. Changing screen colors with each new centipede. And each new one gets faster. So points get tougher.

ATARI 2600
CENTIPEDE
RI 5200
PEDE

And if it's points you want, you can get 10 times more by shooting for the head. Like the player on the right. He's about to hit the head for 100 points. But the player on the left is about to hit a body segment for a measly 10 points. A cheap shot.

So don't let Centipede get away. That wouldn't be using your head.

ATARI®
A Warner Communications Company

HOW TO TURN YOUR ATARI INTO A COMPUTER

(FOR LESS THAN $90)

By Martin Bass

You love your Atari VCS, but want a computer too. A solution is at hand. At least four companies have announced that they're going to be making a keyboard attachment to turn your Atari 2600 video game system into a home computer. And get this: They're selling for as little as $90.

ATARI: "MY FIRST COMPUTER"

Let's talk first about Atari's entry into the field—The Atari 2600 Computer. It won't be out until September, but from what we know now, it may be worth waiting for.

The unit consists of a keyboard with a built-in microprocessor. Installation is a snap. You simply plug the keyboard attachment into the slot where you now insert game cartridges. And you don't ever have to remove it if you don't want to. (The keyboard has a slot where you can plug in game cartridges.) After you install the attachment, you have a machine that does everything your VCS has always done—namely, play video games—and is a powerful computer as well.

You might be saying—Big deal. Why do I need a computer? Well, maybe you don't. But Atari is also bringing out a new line of game cartridges that will play *only* through the computer attachment. These new games will be more sophisticated (better graphics, more screens) than the ones you're presently playing on your VCS. And you'll also have a full-function computer at your call when and if you decide you need it.

A computer this powerful just five years ago would have cost as much as $1000. Today, for less than $100, your video game machine becomes an 8K RAM computer with an 8K built-in Microsoft BASIC. It will be able to maintain your Christmas card list, catalog your tapes, games, or records, help you learn typing and speed reading, and enable you to create pictures and music.

One of the great thrills with a computer is when you program your first game. Don't expect to sit down the first week and create another *Donkey Kong*. That's a *very* complicated program. But if you follow the instruction manual carefully and spend a few hours a week practicing programming, you'll soon be able to write *Pong*-type games. The next step is games like *Breakout*. After that, you're limited only by the capabilities of your computer and your imagination.

You write your games or other programs by typing out the list of instructions on the keyboard. To save the program, you use an ordinary cassette tape recorder which you've connected to the computer with a cable supplied by Atari. Later, if you want to make some change in the program, or if you want to run it as is, you simply play the tape containing the program and it gets loaded into the computer's memory. You then type the word RUN and the program runs.

Some more details on My First Computer: It will be an incredible graphics machine, with 128 colors. There will be 16 basic colors, each of which can be displayed in eight different shades. (The Atari 400 and 800 computers can display 256 colors.) For graphics, there is no machine in the price range that comes close.

The 8K RAM memory that comes with the machine is expandable up to 32K, so if you get heavily into computing and need more memory, the option is there to add it. Again, if you get heavily into computing, you'll find cassette tape a rather slow way to save and load programs. Either floppy disks or wafer tapes will be offered

Atari's "My First Computer" plugs right into the VCS cartridge slot and makes the machine an 8K RAM (expandable to 32K) computer with built-in Microsoft BASIC and 128 colors.

as an alternative method of program storage. A low cost printer will be available as well.

It's interesting to wonder how Imagic, Activision, and other companies will respond to the upgraded VCS. Once their engineers figure out all the new circuitry in the keyboard converter, they'll be just as capable as Atari of creating new lines of super-games for the super VCS.

How will the market change? Will new games be released in two versions? Or will so many people upgrade their VCS to a 2600 Computer that present-style VCS games will no longer be manufactured?

ENTEX PIGGYBACK

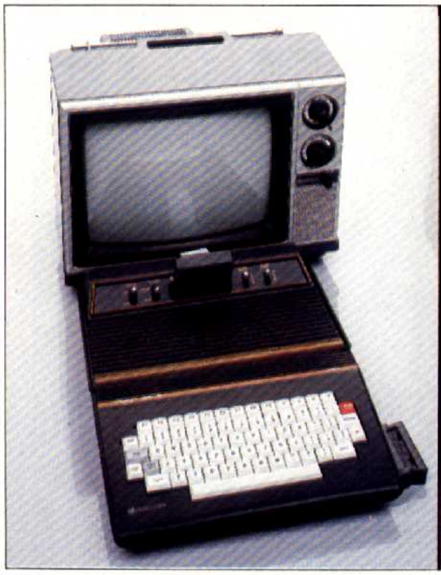
A company called Entex is also bringing out a computer add-on for the VCS, called the Piggyback. The name is slightly misleading because, unlike the Atari add-on, the unit does *not* rest on top of the VCS. It's connected by means of an "umbilical cord" and actually sits in front of the game machine.

The most striking feature of the Piggyback is its superb keyboard, which has a professional look and a lovely touch. (Atari's keys are made of elastometric rubber and more closely resemble the keys of a calculator than those of a typewriter.)

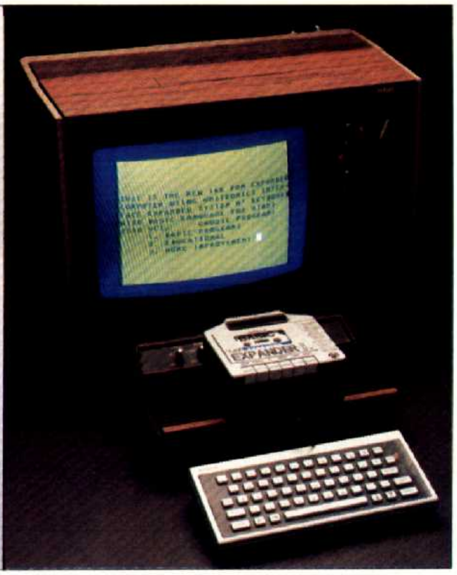
The Piggyback has less memory than the Atari (3K vs. 8K), its built-in BASIC language is somewhat restricted, and it cannot use a tape recorder to load and save programs. However, an expansion module takes care of all these limitations. It adds 16K of RAM, extends the BASIC and adds cassette capabilities. Like the Atari, the Entex will have a broad range of software for home management and for education, supplied in the form of snap-in cartridges.

Unfortunately, the graphics of the Piggyback don't nearly approach those of the Atari. If you think of the video screen as a piece of graph paper, the Entex consists of only 512 squares, while the Atari consists of 30,720 squares. Obviously the Entex can produce only block-style graphics, while the Atari has enough pixels (squares) to render images with considerable detail.

The Entex has 16 graphic characters—lines, bars, boxes and so forth. By combin-



Entex Piggyback



Unitronics Expander

ing these creatively, it's possible to get some interesting effects. However, the characters weren't really meant for doing computer art. They're most useful for constructing bar charts and other types of graphs.

The Entex will cost $130 and the expansion module $60. The system can be further expanded with additional memory, a printer and a modem.

UNITRONICS EXPANDER

The third company offering a VCS expander is Unitronics, and its product, appropriately enough, is The Expander. Unfortunately, as we went to press, the company was engaged in an extensive redesign of its unit, so we can't offer you very many details.

What we know is this: There are really two products—the Expander and the Keyboard. The Expander is something like the Arcadia Supercharger. It's a cassette deck which sits atop the VCS, and it contains chips which expand the memory of the VCS to 16K.

VCS cartridges played through the Expander play just as they've always played, but games specifically designed for the Expander can take advantage of the additional memory to produce striking graphics and enhanced game play. The games are supplied on cassette tape. Cassettes cost much less than cartridges.

To turn the Expander into a computer, you plug in the Keyboard. When you purchase the Keyboard, you also get a cassette tape which contains the BASIC programming language. We're unable to say right now how this version of BASIC compares to Atari's and Entex's.

> **"Don't give your Atari away yet. Now it can catalogue your record albums and teach you to type or speed read."**

SPECTRAVISION COMPUMATE

Here are a few details about Spectravision's entry into the market of VCS computer converters. The CompuMate has a flat keyboard, which means you can't press down the keys. You "type" by simply touching the keys. It's hardly the ideal keyboard.

A nice feature is single touch entry of BASIC keywords. Above the "P" key is the word PRINT. Above the "L" key is the word LIST. You simply touch the key and the entire BASIC keyword is printed out on the screen.

Many of the keys have musical symbols on them, since the unit has a built-in music composer program. The system also comes with a built-in Magic Easel program for drawing pictures with a joystick. There are eight colors plus black and white. Suggested retail on CompuMate is $99.95.

HEAVY COMPETITION

So it's shaping up to be a four-way contest, and you, the consumer, can only benefit from the competition. For one thing, it means that prices will probably drop. It also means that you have to do some careful comparison shopping to decide which of these products best suits your needs.

Actually, your choice is somewhat wider than just Atari, Entex, Unitronics, and Spectravision. A number of other computers sell in the same price range. There's the Timex/Sinclair 1000, which startled the world last year when it came to market at $99. The Timex is presently being sold for as little as $40. Unfortunately, it has a tiny keyboard which will cramp up your fingers, a tiny RAM of 2K, and no sound or color.

The Texas Instruments 99/2 sells for $99. If you didn't own a VCS and were looking for a good first computer, this would be a fine choice. But it's more expensive than Atari's keyboard enhancer and it has no sound or color.

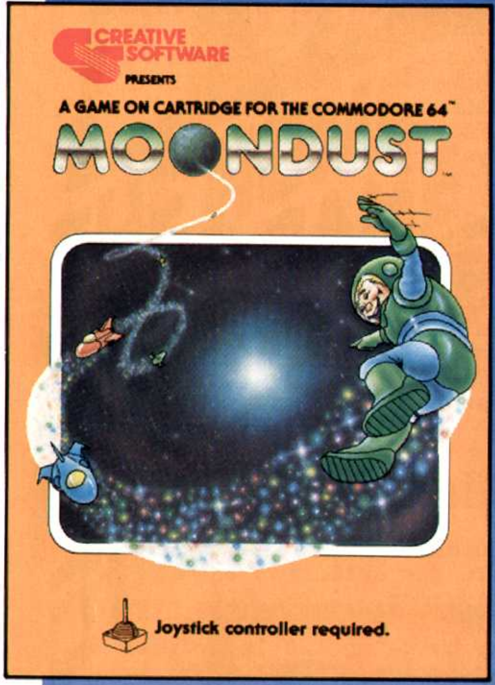
For many people, the *real* competition to the Atari add-on is the Commodore VIC-20. More than a million of these computers have been sold, and right now the product is very hot. I'm not recommending one computer over the other, but I'm suggesting a very careful comparison. If the price of the VIC-20 should drop to $100 or so, then it merits your consideration. The VIC-20 has only a 5K RAM compared with Atari's 8K, but it has a typewriter keyboard that many people will find more comfortable. There are tradeoffs here. You'll have access to a huge library of VIC software, but you won't be able to play Atari's new line of cartridges for the expanded VCS.

All these goodies will be making themselves known to you through massive advertising campaigns. Advertising is okay, but your best strategy is to get hands-on experience with the products, which will be widely distributed in department stores, toy stores, and chain stores.

So, if you love your VCS but want a computer too, a solution is now at hand. Whatever you choose, good luck with your first computer. ☐

CREATIVE SOFTWARE

– the #1* independent VIC-20 full-line software publisher in the U.S. – is proud to announce 4 new Game Cartridges & 5 Home Applications for the COMMODORE 64.™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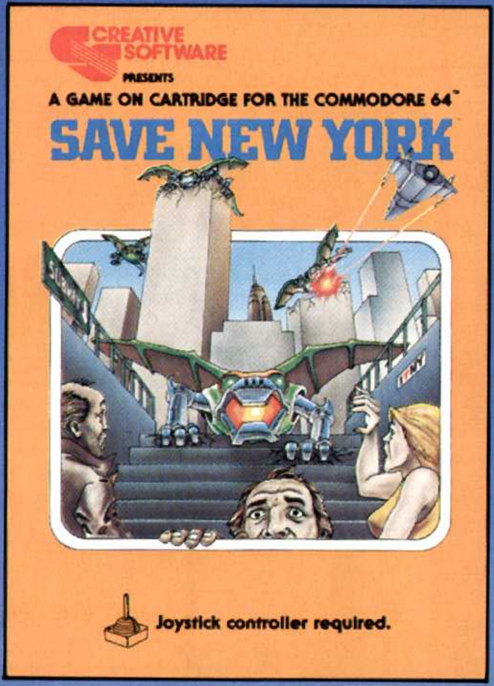
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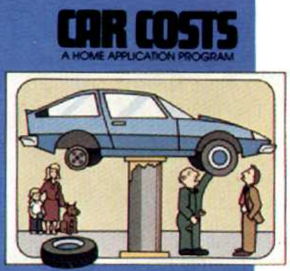
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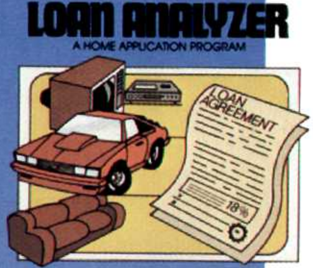
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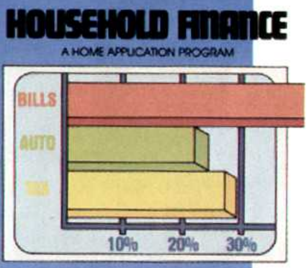
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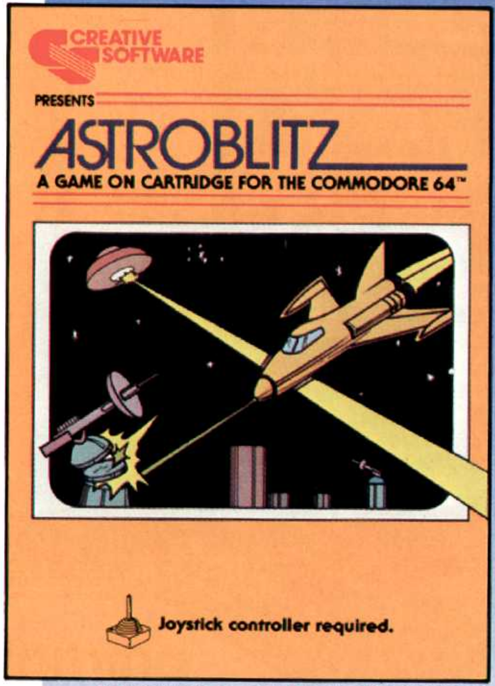
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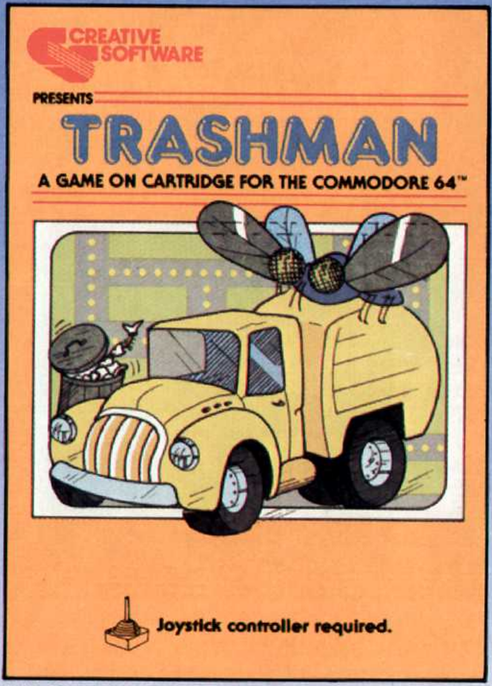
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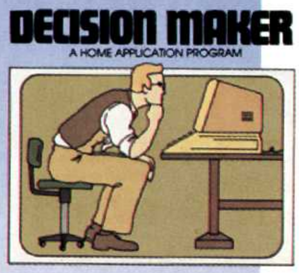
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CREATIVE SOFTWARE
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THE HOTLINE

As we go to press: PARKER BROTHERS has the first option to make MAD PLANETS into a home video game...K-TEL, the company that gave us such great records as "Fifty Greatest Polka Hits," is entering the video game business...A game based on the rock group DEVO is on the way...ASTRO CHASE is coming for the Atari VCS from FIRST STAR SOFTWARE...There will be less cubes in the home version of Q*BERT than there are in the arcade game...The best-selling COLECO games are, in order, ZAXXON, SMURF, LADY BUG and CARNIVAL...1.3 million COLECOVISIONS sold so far... TELESYS has nixed BOUNCING BABY BUNNIES, but keep an eye out for it from another company--it's terrific!

SINISTAR and MAD PLANETS were the hits of the otherwise uneventful AOE show recently. GYRUSS was pretty good too, and the music was written by BACH...Sega's CONGO BONGO will be a Sega home game by the end of the year...Williams is coming out with SPLAT, a supercute two-player FOUR JOYSTICK GAME in which you throw pies around. Is food throwing this year's trend?...Williams is also rumored to be on the verge of a full-line licensing deal with ATARI, who did a credible job with their DEFENDER...Arcade games to try: COSMIC CHASM, WACKO, KOZMIK KROOZER, ROCKET RACER, BUBBLES, and ZOO KEEPER. Arcade games to stay away from: MARIO BROS., RUG RATS, MAPPY, and JOURNEY.

Everybody's talking LASERDISK. By the end of the summer, these photographic-quality games will be upon us. Playing a video game will be like watching a movie, except you also have a part in it! Every major video game company is working on them and they'll hit the arcades first. Cinematronics' DRAGON'S LAIR will put you in 1,000 life or death cartoon situations. The animation cost TWO MILLION DOLLARS and COLECO purchased the rights to home games. Laser Disk Computer Systems will put their first game, EON AND THE TIME TUNNEL, in arcades in August. They have solved the problem of joystick delay by using two laserdisks at the same time. The BAD NEWS is that it will cost us at least FIFTY CENTS to play the games, MATTEL is rumored to be coming out with home laserdisk games by the end of the year.

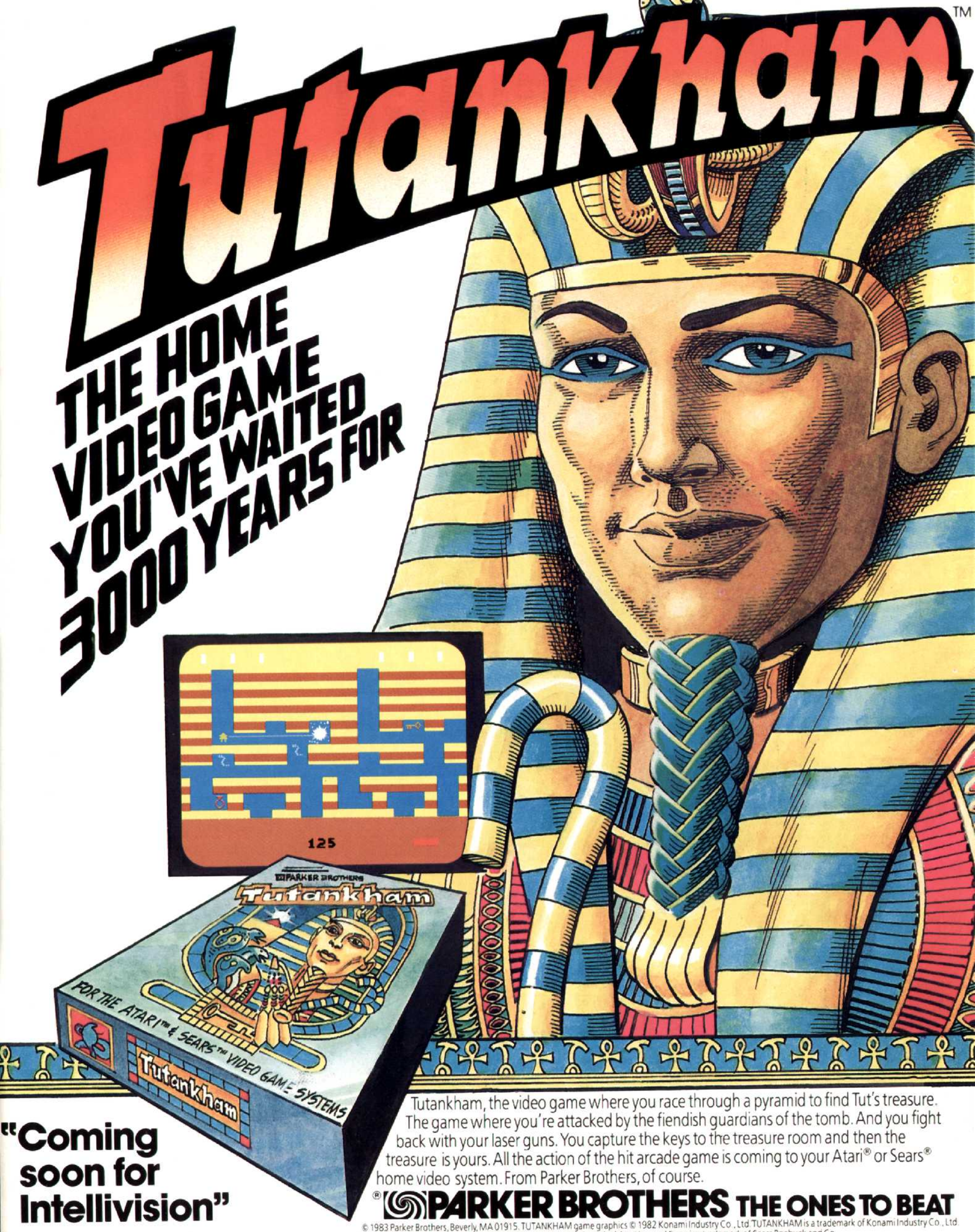
PREDICTIONS: By the end of the summer, the ATARI 400 computer will cost $99. The APPLE II will cost $600. The ATARI 800 will cost $300. Ma Bell (The Telephone Company) will enter the video game business. IBM will come out with a $600 computer called THE PEANUT. These and other startling possibilities were revealed at a conference held by THE YANKEE GROUP, a Boston-based research facility.

MORE PREDICTIONS: IMAGIC will begin licensing game titles. There will be a game for the COMMODORE 64 (the most inexpensive powerful computer in the world) that will be a THREE DIMENSIONAL version of SCRAMBLE. THE PINK PANTHER, which was supposed to be coming from U.S. GAMES, will be picked up by PARKER BROTHERS. There will be a Sneak Preview-type vidgame show. Let's see how right or wrong we are.

What's better for you than PAC-MAN vitamins? Pac-Man breakfast cereal (General Mills) and DONKEY KONG cereal (Ralston Purina) are coming. Donkey Kong reportedly looks like barrels and tastes like CAP'N CRUNCH...Video game promotions: IMAGIC is giving away a free ZIRCON JOYSTICK if you buy NO ESCAPE, their latest VCS game. The deal runs until DECEMBER 31...ACTIVISION has three contests going. If you match puzzle pieces for HAPPY TRAILS, you may win $5,000, $1,000, $100 or a BELT BUCKLE. For KEYSTONE KAPERS, they have the first RUB-AND-WIN contest. If you rub out three Krooks in a row, you can win anything from a $5,000 Savings Bond to a BEACH BALL. Your chances are 1 IN 231, which ain't bad. Even if you don't win, you'll get a rebate on one of five Activision "MYSTERY GAMES." They also have a $75,000 ENDURO "Race-For-Riches" Sweepstakes.

FOR EVEN MORE UP-TO-THE-MINUTE INFO...

Call the Video Game Hotline (212) 581-8267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Tutankham

"Coming soon for Intellivision"

Tutankham, the video game where you race through a pyramid to find Tut's treasure. The game where you're attacked by the fiendish guardians of the tomb. And you fight back with your laser guns. You capture the keys to the treasure room and then the treasure is yours. All the action of the hit arcade game is coming to your Atari® or Sears® home video system. From Parker Brothers, of course.

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Are You A Computer Nerd?

64K internal RAM memory CPU with 16-bit 8088 microprocessor. Extensive software available soon.

High resolution Coke bottle monitor

Input/Output ports

Ring around the collar

Hi! Gee, I'd love to accept those free tickets to the Rolling Stones concert tonight, but I have to download several Compuserve files. Are you sure that's an RS-232-C interface? What's your operating system? CP/M? I think that CP/M is too kludgy, so I'm writing my own. Problems? Last night I was up until six A.M. debugging. When my roommate plugged in Mr. Coffee, it crashed the system. Now I'm looking for my own place. Well, it's been nice chatting, but I've got to go renumber my GOSUBS.

Nerd-Pak™ Printer; underlining, 12 colors, quiet and efficient operation for word processing. Print quality: illegible

Pressure sensitive keyboard with full alphabetic, numeric, graphic and control function keys

Wrist disk drive

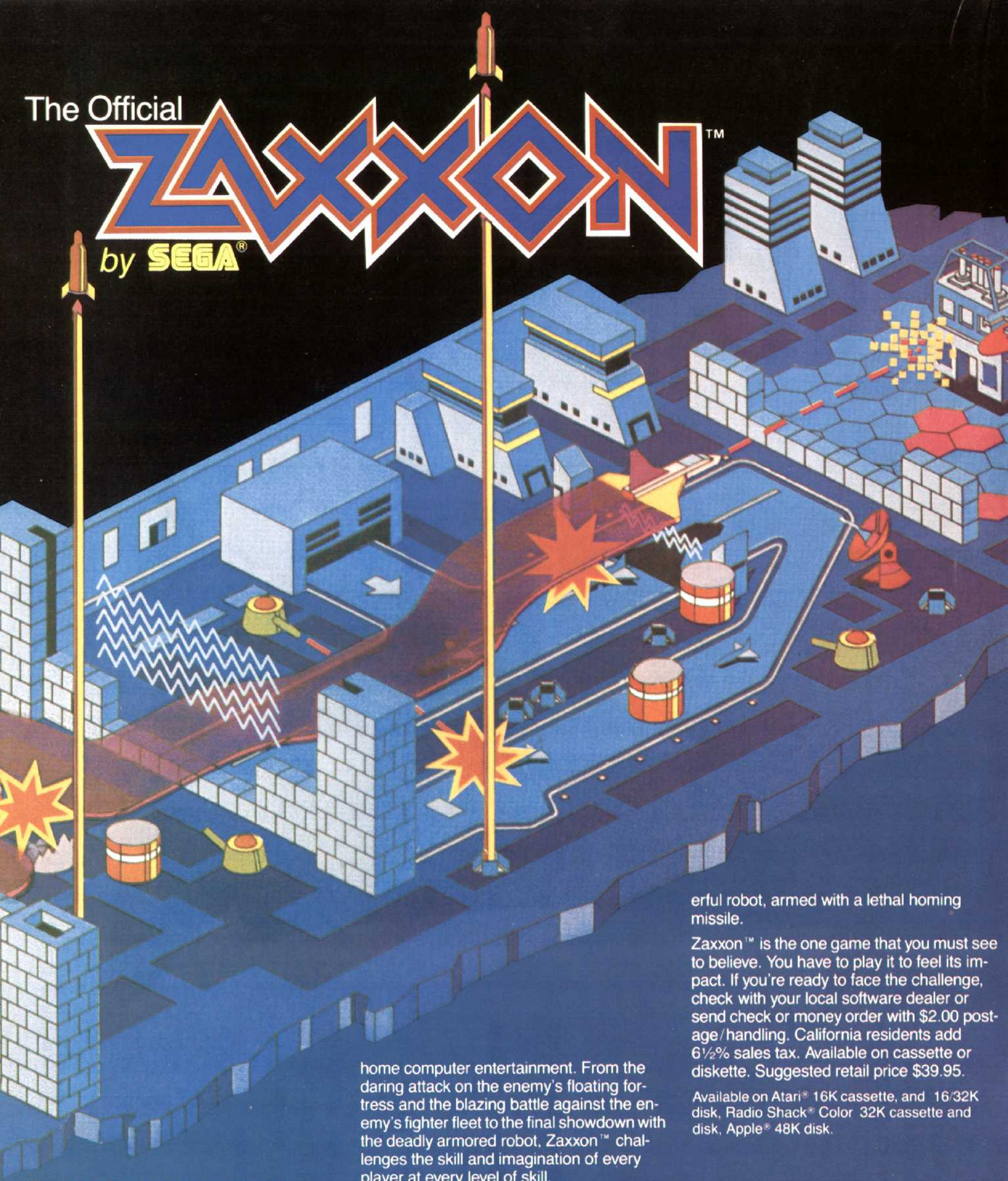
Moo Shu Pork Peripheral with Li-Chee nuts

Flood pants with obligatory white socks

Sleek styling to withstand years of usage

Herman Munster shoes

VIDEO GAMES PLAYER



The game that puts space games in perspective. Zaxxon™, one of the most popular arcade games of 1982, is now available for use with your home computer system.

Zaxxon™ technology and creativity present a 3-dimensional-like playfield which sets Zaxxon™ apart from other computer games.

Zaxxon™ looks and sounds like aircraft flight, and players can soar to new levels of home computer entertainment. From the daring attack on the enemy's floating fortress and the blazing battle against the enemy's fighter fleet to the final showdown with the deadly armored robot, Zaxxon™ challenges the skill and imagination of every player at every level of skill.

Imagine yourself the pilot, attacking the enemy fortress – climbing, diving, strafing to score points and extra fuel. The enemy fights back with a barrage of missiles and gunfire. Then you face a fleet of enemy fighters in a gripping dogfight of altitude strategy and flying skill. Survive this battle and the enemy's fortress, defended with laser barriers, then you've earned the ultimate challenge; a blazing confrontation with the powerful robot, armed with a lethal homing missile.

Zaxxon™ is the one game that you must see to believe. You have to play it to feel its impact. If you're ready to face the challenge, check with your local software dealer or send check or money order with \$2.00 postage/handling. California residents add 6½% sales tax. Available on cassette or diskette. Suggested retail price \$39.95.

Available on Atari® 16K cassette, and 16/32K disk, Radio Shack® Color 32K cassette and disk, Apple® 48K disk.

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TRICKY SITUATIONS FOR TOP PLAYERS

Can You Survive?

Do you have guts? Can you handle any situation regardless of mutants, fuseballs, ghosts or other assorted evil-doers? That's what we're here to find out.

Every game room has its own "big guns" or "in-house pros." They are players whose initials you see on most of the games in the arcade. If you've ever watched a good player, you will probably notice his strategy as well as his knack for coaxing the controls to respond in a crisis. What you *don't* see are the fail-safes these video jocks turn to in situations where death seems unavoidable.

Let's see how *you* respond when the pressure is on. Here is a life and death situation. Your very existence is in peril. Can you survive?

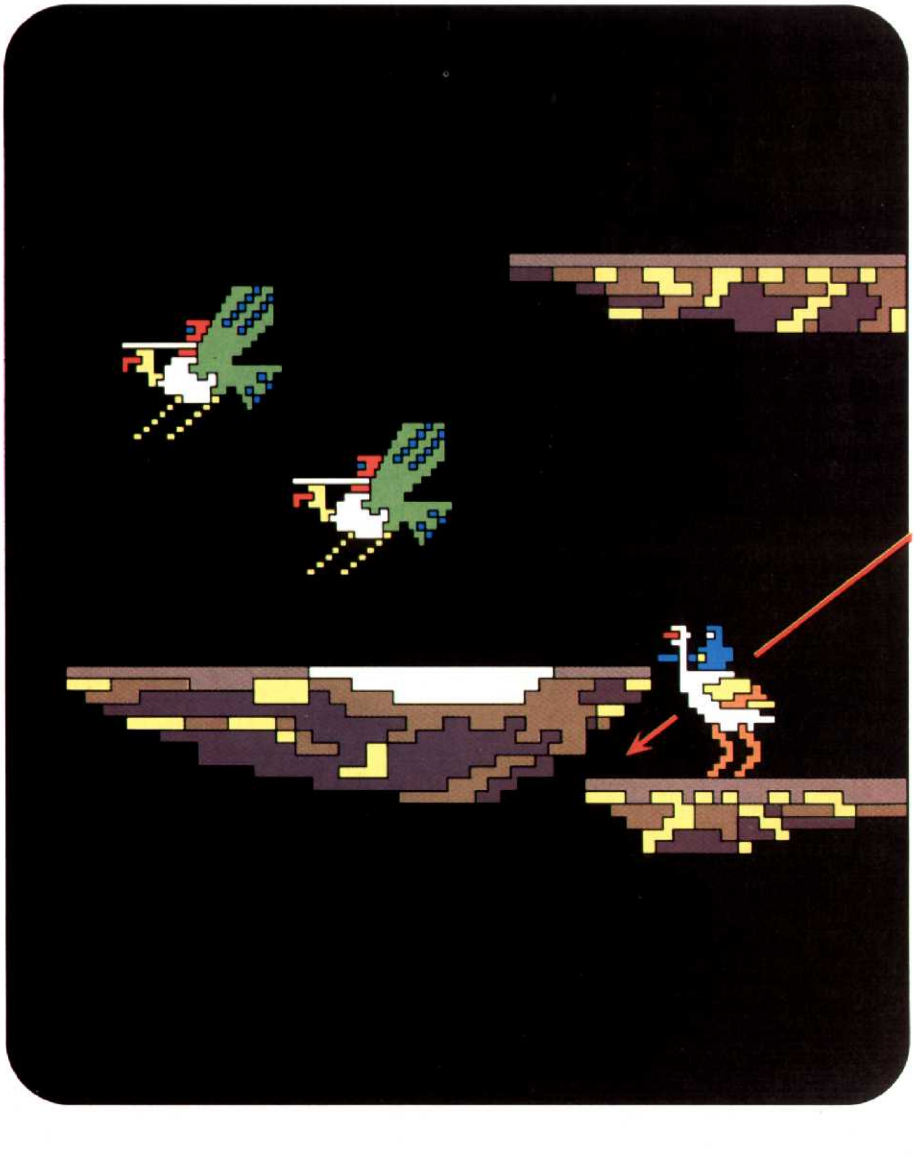
JOUST

THE CRISIS...

After scooting off the left side of the screen you are wraparounding out the right side. But uh-oh—two enemy birds are hovering there. You can't go under them. You can't defeat them. The ledge above prevents you from escaping out the top. You are dead meat.

YOUR SOLUTION...

That's what *you* think. Very few gamers know this trick—there is a very small opening between the two ledges. It doesn't look like it's big enough to fit through, but if you crash-land right on the crack, you'll go right through to safety. Try it!



ILLUSTRATIONS BY NINA WALLACE

BEAT IT!

POPEYE

With *Popeye*, Nintendo has combined the cute characters, simple story line, and good-natured violence of a Saturday morning cartoon with smooth animation and exciting game play, to create a challenging contest. The object is to help Popeye win Olive Oyl's love by catching hearts, musical notes, and H.E.L.P. letters which she tosses from the top of the screen. Just to make things interesting, Popeye is harassed by his old nemesis, Brutus.

Other dangers in this triple-screen game include bottle-throwing Sea Hags, a deadly buzzard, and small white skulls. One thing Popeye has going for him, however, is his trusty can of spinach. You're allotted one can per screen, and once eaten, it gives Popeye about ten seconds of "muskles." During this time, he can knock Brutus for a loop, and most point values are doubled.

You control Popeye with a four-direction joystick and a punch button. On each of the game's screens, you are required to move Popeye up and down stairs and ladders in order to catch the slowly falling objects. Most gamers should find this considerably easier than climbing the ladders in *Donkey Kong*, where exact positioning directly above or below the ladders is crucial. In addition to knocking Brutus off the screen, the punch button is used to defend Popeye against flying bottles, and to K.O. buzzards on the third screen.

Scoring

When Popeye catches an object, its point value is determined by which of the screen's four levels he's on. Hearts, notes, and letters caught at the top of a screen are worth 500 points, 300 on the third level, 100 on the second level, and 50 points on the lowest level. When Popeye is under the influence of spinach, all these values are doubled.

You can also acquire points by breaking bottles (100), punching the buzzard (1000), crowning Brutus with a bucket (2000), or by sending Brutus flying off into the water (3000). Be sure to eat your spinach before attempting this one.

Screen One

To complete this screen, Popeye must catch twenty-four hearts. You can keep track of the number caught by checking the side of Popeye's house in the top left corner of the screen. In the top right corner is Olive's house, which displays the number of lives left and the round you're in.

When the game begins, Popeye will be on the left portion of the highest level. Brutus will be one level below, on the right side of the screen. Wait in this position until Brutus crosses over to the left. When he's almost directly below Popeye, move left. This will "wrap" you around to the right side of the screen. (This is the only level where you can wrap). At this point, Brutus will descend the stairs to level two, where he will move to the center and stop. Quickly move to the left edge of the platform and punch the speed bag. This will slide it across into the bucket in the center of the screen, knocking it down two levels, and onto Brutus's head to start the game off with 2000 points.

While Brutus is trying to get the bucket off his head, you can catch the hearts that Olive Oyl has been throwing, by jumping down to level three. (Unlike cousin Mario, Popeye can't lose a life by falling from one level to the next.) After catching the first heart, be ready to punch the bottles which will be thrown by the Sea Hag emerging from the right. To break all of the bottles, face right and punch like crazy. The bottles are deadly.

Continue catching hearts on the third level while occasionally running upstairs to avoid Brutus. He'll never follow you up to the fourth level, but if directly below, he'll jump up and try to knock Popeye to his death.

Once hearts begin floating down below level three, you'll have to go down after them. This is a good time to head for the spinach, which is by the stairs on the left side of the second or third levels.Time your arrival carefully, because the can alternates between the two levels every five seconds. When you reach the spinach (use the punch button) Popeye will turn red and Brutus will take off.

If both Popeye and Brutus are on level three, Brutus will go down to level two. Simply head him off by taking the ladder in the center of the screen. If you eat the spinach on level two, go up the stairs to level three and try the same tactic. When you punch Brutus, you'll be awarded 3000 points and the screen will shake. While Brutus is out of commission, clean up the hearts at the lowest part of the screen, working your way up to the higher, more valuable levels.

If a heart should reach the bottom before Popeye catches it, you'll have eight seconds to get to it before it sinks into the sea.

Never stop directly above or below Brutus. He's got a reach you wouldn't believe.

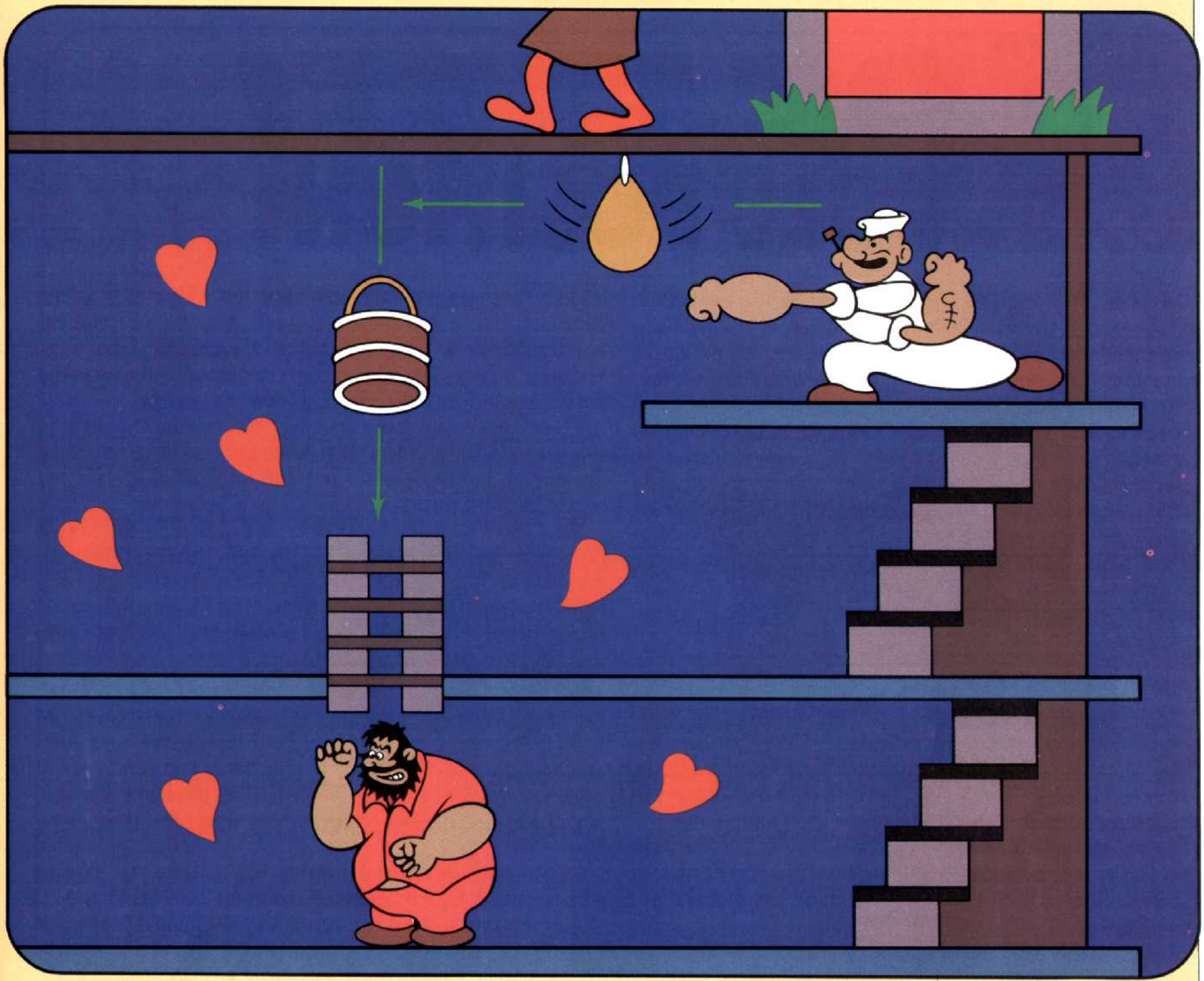
Screen Two

Popeye's detail is to catch sixteen red sixteenth-notes which Olive tosses from the top right side of the screen.

As on screen one, Popeye will begin on the left side of the screen on level four. Level three has a gap in the center which Brutus can cross. Popeye can't cross this gap without falling a level, but he can wrap on this level.

Move Popeye down the ladder to level three. Brutus will be across the gap. Move Popeye back and forth quickly in one spot until Brutus crosses over to the left side. At this point, wrap to the right side of the screen and catch your first two notes.

Since Brutus can't wrap around after you, he'll be forced to cross back over to the right side to get you. If you stop moving, Brutus will throw four bottles Popeye's way before crossing over. To prevent this, simply move back and forth quickly again. When Brutus crosses the gap again, wrap to the left.



Wrap around the left side. Wait for Brutus to go to the middle, then punch the speed bag to make the bucket fall on his head. 2,000 points.

Continue with this tactic until a note slips by the third level. As in round one, this is a great time for spinach. This time the can alternates between the stairways on the right of the second and first levels. Be sure to get it on level two.

After you reach the spinach, head immediately up the stairs to level three. Wrap through to the left side of the screen and keep going. You'll either catch Brutus before the gap, or he'll cross over to the right side while Popeye falls to the second level. Don't worry. Continue to the right and catch Brutus coming down the stairs. Use the same procedure for cleaning up the remaining notes as you did for the hearts in round one.

One difference in round two is Brutus's ability to jump from one level to the level below. Another is Wimpy's springboard in the lower left of the screen. Popeye can escape from level two by simply running off the left side and jumping onto the springboard. When Wimpy lands, he'll send Popeye flying to safety. Never use the springboard to escape bottles coming at Popeye from the right side. It will catapult him right into the line of fire. Brutus can use the springboard too.

Screen Three

In addition to Brutus and the Hags, now you have the pesky Buzzard to contend with. While avoiding these dangers, Popeye must catch the letters H, E, L, and P which float from Olive's mouth as she screams from the crow's nest of the ship you're now on.

There's no way to wrap on this screen, and every level except the first has a gap near the center. About the only things Popeye has going for him are his spinach (kept on the right again), and a small sliding platform bridging the gap on level four.

Popeye is on the left of level four. Immediately turn him left and punch out the buzzard for 1000 points. Then run onto the sliding platform to avoid Brutus. When he closes in, or a lot of letters start getting by, it's spinach time.

Because of the structure of the screen, you'll probably have to head for the top of the screen and then drop down on Brutus through a gap. If you know you won't be able to catch him, make a beeline for the letters.

The remainder of the round will seem to last forever, especially when you realize that Brutus can now jump down two levels. Get the ol' seadog through this one alright, and he finally gets the girl. Watch for a Parker Brothers home video game of *Popeye* on sale in July.

Minimum Score Potential: 45,000

By Robert Guerra

BEAT IT!

POLE POSITION

Every so often a game comes along that sets the standard to which all other games of its type are compared. *Donkey Kong* is the model for climbing contests. *Defender*, the definitive horizontally-scrolling space shoot-'em-up. With *Pole Position*, Atari has set another standard. One qualifying lap around Fuji Speedway and you'll know that video races have changed forever.

As the driver of a Formula 1 racer, you are required to maneuver around the 2.709 mile course in a breathtaking race against the clock, and other racers. Only if you do well enough in the qualifying heat are you allowed to participate in the actual race. How well you do on the qualifying lap determines which of eight starting positions you will be given. Only the very best drivers are awarded the pole position.

The Course

At the beginning of each game, you are shown a map of the course. You begin on a long straightaway. The first turn is a fairly sharp right which leads, almost immediately, into an easily handled left. This is followed by a right that brings you to the most difficult turn of the course—a left hairpin that will test even the most advanced driver's ability. Master this turn, and you're guaranteed high scores. The final curve is a long gradual right which deposits you back on the original straightaway.

As in real driving, there are road signs along the side of the track which warn you of upcoming curves. Also included are billboards and a picturesque view of the foothills of Mount Fuji. Don't get carried away with the scenery, however. You'll need all your concentration.

Scoring

Upon successful completion of the qualifying lap, you will have accumulated 10,000 points. If the lap is completed in less than 73 game seconds (which click off at twice the speed of real time), you will be given a starting position and bonus points as follows:

LAP TIME	POSITION	BONUS
58.50	1	4000
60.00	2	2000
62.00	3	1400
64.00	4	1000
66.00	5	800
68.00	6	600
70.00	7	400
73.00	8	200

Each car passed during the race is good for 50 extra points. In addition, when you reach the checkered flag you will receive 200 points for every unused second.

The Qualifying Lap

The best way to approach the qualifying lap is to go for broke. This means getting the racer into high gear at the appropriate time and keeping it there. Also, because there is less traffic during the qualifying lap than in the actual race, you should keep the pedal to the floor throughout almost the entire course. The one exception is that left hairpin.

When you get the green starting light, be sure the car is in low gear and the accelerator is down as far as it will go. Keep one eye on the speedometer and shift into high as soon as you reach the 100 mph mark.

The first turn can be tricky at close to 180 mph, but with a little practice, you'll learn exactly how hard to cut it to minimize sliding. Since you're not yet into traffic, approach this turn from the center of the track and lean into it just a touch early. Straighten the car immediately as you come onto the short straightaway which follows.

The next two curves (left, then right) can also be handled at top speed, although you'll have to pass a number of cars to do it. To pass on the curves, position your racer in the open lane, and hold the wheel as steady as possible as you ease past the other car. Any lane changes should be done gradually. Remember, at 180 mph a little steering wheel movement goes a long way.

As you come into that dangerous left hairpin, you have to reduce speed slightly to avoid slamming into other racers. Taking this turn too fast can also send you sliding off the track into a green "Centipede" billboard. Either option will result in a fiery crash which, while spectacular graphically, is not worth losing your life for.

When you see the turn approaching, ease up slightly on the gas. This will give you enough distance from the other cars to spin the wheel hard to the left and slide through the turn without losing too much time.

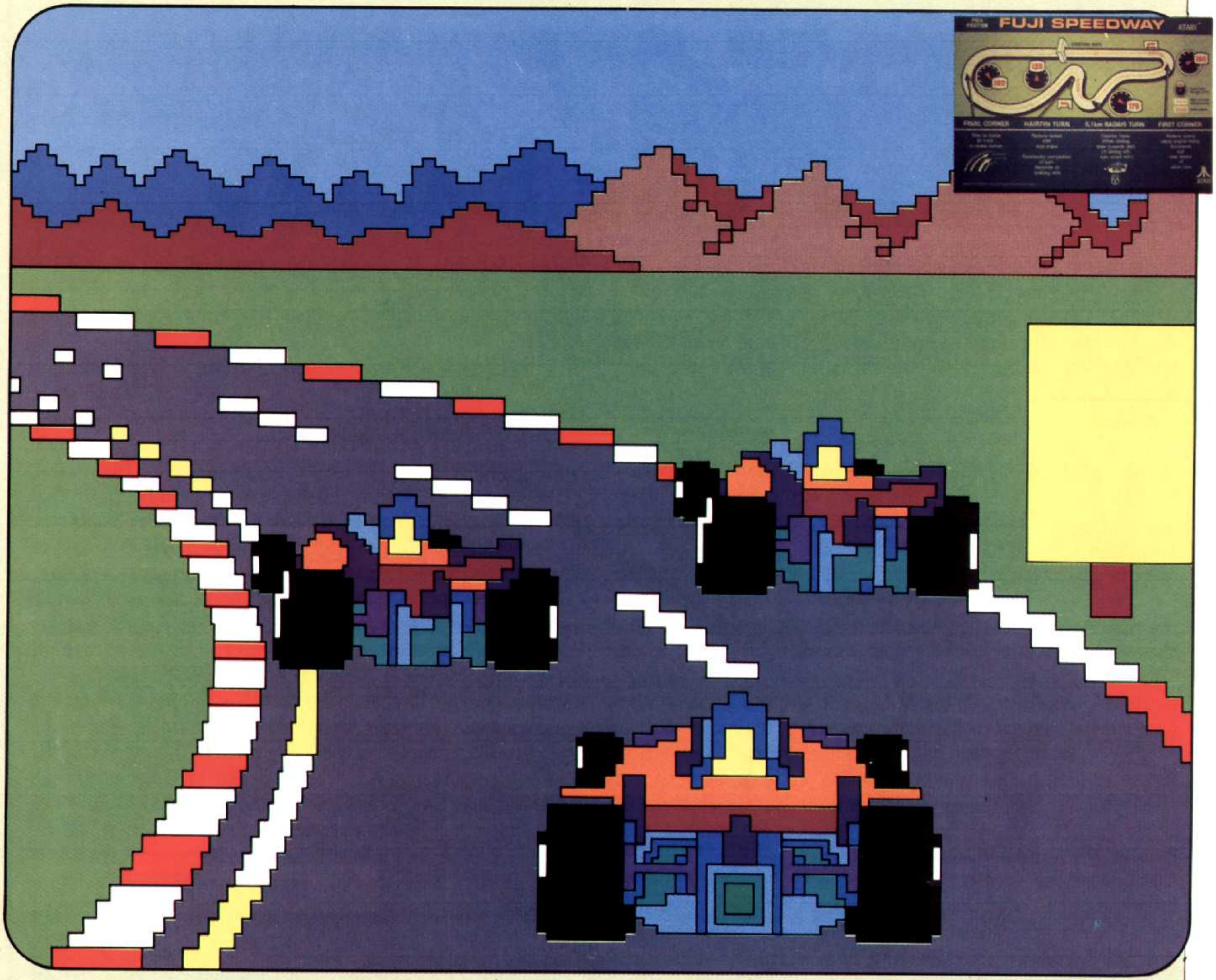
The following curve and eventual straightaway will pose no problem as long as you pass carefully and maintain smooth control over the racer. This is especially important when threading the needle between two cars which are side-by-side. If there is enough room to do this (there usually is), get directly in the center of the track and keep the wheel rock-steady as you blow by them. If you know you won't make it, stay on their tails until there's room to pass.

Although you will be given between 90 and 120 seconds to finish the lap (depending on the settings the arcade owner has chosen), to qualify for the race you need a time of 73.00 or better.

The Race

You begin in a double row of eight cars. Positions two, four, six, and eight are lined up in the left lane, and one, three, five, and seven on the right. Even though you may pull out ahead of this pack, you will encounter more traffic as you proceed through the course.

During the race, other racers will frequently change lanes,



The hairpin curve to the left next to the "Centipede" sign is the only spot on the course you should ever have to downshift. There is usually enough space between the two cars in front of you to pass.

so be ready to change accordingly. As soon as you see the closest car in front of you begin to drift into your lane, gradually move your car in the opposite direction, into the lane he's vacating.

You will also encounter wet spots on the course this time around. Since they don't significantly reduce your speed or interfere with the handling of your racer, don't go out of your way to avoid them.

Unless you are starting in one of the first two positions, you will have to weave your way to the front of the pack on the beginning straightaway. Try to maintain top speed through as much of the course as possible. One of the most common mistakes people make is unnecessary down-shifting. If you must slow down to avoid a collision, use your gas pedal.

The one spot where you will have to shift into low is that dangerous left. Just before you reach it, ease up on the gas and kick it into low. Once you're into the turn, floor it while cutting the wheel as hard as possible. The instant you know you've made it, shift into high and head for the finish line.

Extended Play

If you complete the first race lap in the time allotted (usually 75 seconds), 45 seconds will be added to your unused time and you may continue to race. As you cross the start/finish line and collect the additional time, don't slow down. If you can complete another lap, your racing time will be extended again. You can race up to a maximum of three or four laps, depending on the machine's internal settings.

Tips From The Pit

*Hold the inside lane through as much of the course as possible.

*Don't be afraid to drive on the grass to avoid a collision.

*Always wait until your speed reaches 100 mph before shifting into high gear.

*Finally, if you *do* crash, get going again as quickly as possible. A slow start will cause you to get hit from behind.

*Go out there and blow the doors off those other guys.

Minimum Score Potential: 60,000

By Robert Guerra

BEAT IT!

KEYSTONE KAPERS

Activision's *Keystone Kapers* (for Atari VCS) takes place in a 1920's department store. Each floor is composed of eight rooms. At the beginning of every game, a "Krook" starts at the elevator door on the second story. From here he makes his way to the floor above him in an attempt to get to the far right-hand edge of the roof. You begin in the rightmost room on the first floor.

As "Keystone Kelly," the fearless Kop, you must apprehend the escaping Krooks and recover stolen suitcases and money bags (50 points each) along the way. Kelly's progress is being timed. The quicker you catch a Krook, the more points you get. Precious time is lost when you collide with obstacles.

Out Of My Way!

The first obstacle is the basketball. During the first few runs, they will be bouncing low and you can jump over them without much difficulty. If the basketballs are making large bounces, duck beneath them. Later in the game, more than one ball may appear on the screen at the same time.

After catching your first Krook, large black radios are placed randomly throughout the store. Make sure you have a good running start before you attempt to hurdle over one of these suckers. Should you manage to catch quite a few Krooks, the number of radios increases.

Following the capture of your second Krook, you notice the introduction of speeding shopping carts. If you successfully jump over a cart, it continues in the same direction until it reaches the edge of the screen. It then wraps around and re-enters the screen. As the game progresses, faster carts appear, followed by sets of carts spaced dangerously close together.

The next obstacles are model airplanes. They buzz the store at head level and come in pairs. Duck beneath them. If you run into a plane, you lose a Kop.

Help Is On The Way

The escalators in *Keystone Kapers* go up only. Once you have ascended to a higher floor, the only way to get back down is to take the elevator. Krooks, however, can somehow manage to get back down to the floor below through secret means.

The white pillars and light blue display cases that line the rooms were probably added to this program merely for graphic effect. Luckily, they can also be used to mark your position in a room. Use these to help you orient yourself.

The thin rectangle along the bottom of the screen displays all eight rooms on all four "floors" at the same time. This is similar to the radar display in *Defender*. The moving black dot represents you. The Krook is the white dot. The light green dot denotes which floor the elevator is currently on. Use this scanner periodically to see where the Krook is in respect to your position.

Remember this—the most important objective is to catch each Krook as quickly as possible. You begin each chase with 50 game seconds. If you capture a criminal, you receive 100 points for every *second* remaining on the clock. Each time you collide with an obstacle, you lose 10 seconds (1000 potential points).

For the first few Krooks, I always follow this pattern: Run quickly to the elevator and get on at your first opportunity. Get off on the second floor and race to the escalator at the right. Ride up to the third floor, dash to the left and you should catch the Krook before he gets a chance to make it to the roof.

The elevator is the most effective way to go from the first floor to the second. Unless you arrive at the elevator door just as it is closing, wait for the next ride up. Not only do you save time, you also avoid confrontations with obstacles.

I happened upon a trick that helps boost your score while capturing the first Krook. Catching this Krook quickly depends on how long you have to wait for the elevator. Since the elevator moves at a constant rate, its starting position determines when it reaches the first floor. What you should do is begin a game, but have no intention of playing it. Watch the green box in the center of the screen. When this arrives at the top floor, press the reset button and begin your game for real. By making sure that the elevator starts at the third floor, it will be waiting with an open door on the first floor when you get there.

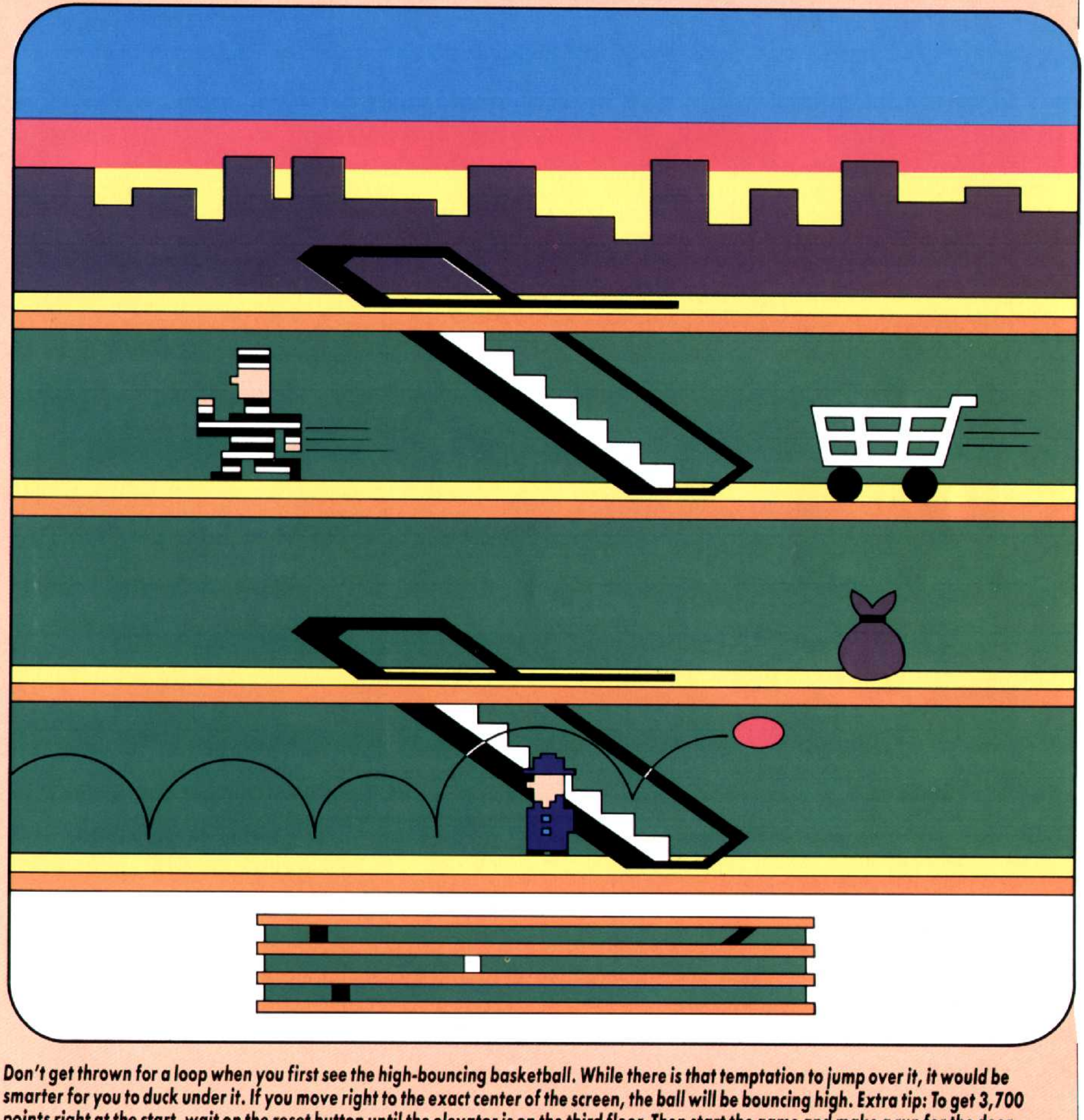
Here are two hints that can reduce the time you spend on escalators. First, *jump* onto an escalator after running toward it. This propels you up the first few stairs. Second, once you are riding on an escalator, point the joystick in the direction opposite that in which you are moving. As soon as the ride is complete, you will begin running in the desired direction.

Players are often dumbfounded when they first see the high-bouncing basketball. They assume that they can jump over it, which they can, but it proves much harder to do than it looks. The simple way to avoid these balls is to run to the exact center of the room and squat down. Once you are in this tucked position, wait for the ball to pass over and behind you. Then get up and run like crazy to make up for lost time.

As you are running along the first floor, take note as to what kinds of obstacles are on the level above you. It always helps to know what you are dealing with before you tangle with it.

The end rooms are always free from any sort of obstacle. The same goes for when you are in the elevator. As long as you do not step out of the elevator car, you are absolutely safe. The only thing that you must look out for is the dropping timer. While it may offer protection, hanging out in the elevator also burns up a lot of time.

When waiting for the elevator on the first floor and a shopping cart is buzzing by every few seconds, there is a little technique that tells you exactly when to leap. Watch as the cart enters the screen. When it passes above the edge of the long range scanner, press the jump button. You will always be in the air as the cart goes whizzing beneath you.



Don't get thrown for a loop when you first see the high-bouncing basketball. While there is that temptation to jump over it, it would be smarter for you to duck under it. If you move right to the exact center of the screen, the ball will be bouncing high. Extra tip: To get 3,700 points right at the start, wait on the reset button until the elevator is on the third floor. Then start the game and make a run for the door.

The two bouncing basketballs are probably the most difficult obstacles to avoid. What you must do is approach the first one and wait until it begins its downward motion. Jump when it is at its lowest point. Then position yourself for the second of the pair. Do the same thing. You don't want to be jumping over the ball when it is on its upswing. Again, since these balls wrap around, you must jump them a second time before you can hope to get out of the room. Practice definitely makes perfect in this case. If you have followed all of the above advice, you should be a pretty accomplished Keystone Kop by now. Keystone Kapers is a game that does not depend strictly on patterns or tips. You will need a certain amount of quickness and dexterity. But with practice, nimble fingers, quick eyes and these tips, you should be catching plenty of Krooks.

Minimum Score Potential: 20,000

By Mike Davis

BEAT IT!

CENTIPEDE

In this Atari VCS game, the screen is filled with mushrooms and your shooter is located in the bottom quarter of this mushroom patch. A large centipede enters near the top of the screen. When a centipede head collides with a mushroom, it will drop down one row and reverse direction. Other insects also infest the mushroom patch—spiders, fleas, and scorpions.

Mushrooms

A mushroom can absorb three consecutive hits before it is destroyed. Since mushrooms are worth only one point, they should not be a primary target. It is okay to "wash down" the patch with streams of shots, but don't concentrate on shooting mushrooms.

Centipede

There are two types of centipede segments: body and head. Head segments are worth more points than body segments. Each time you shoot a segment, it becomes a mushroom. If there is a body segment behind the segment you just shot, it becomes a head. When a centipede reaches the bottom row on the screen, it starts to climb back up, but stops a quarter of the way there. Unless you kill it, such a segment will weave up and down in your section of the mushroom patch.

Pests

The spider always enters from the side. The height that it enters, and from which side, are random. Any mushroom that it touches disappears.

Remember, the spider can't backtrack; once it has passed over your position, you are safe from its attack. When you zap a spider, its point value is inversely proportional to the distance between the spider and your shooter. That is, the closer you are, the more the spider is worth.

The flea only makes an appearance if there are too few mushrooms in your portion of the mushroom patch. It starts at the top of the screen and falls straight down, planting fresh mushrooms in its wake. The first time you hit a flea, it stops creating mushrooms, but plummets downward twice as fast. A second shot kills a flea.

A scorpion doesn't show up until you hit 10,000 points. They enter from the side and quickly dash across the screen. If you hit the scorpion before it completes its pass, you are awarded a whopping 1,000 points! Scorpions that complete a horizontal pass leave a trail of *poisoned* mushrooms. These give off a white glow. When a centipede collides with such a mushroom, it becomes insane and madly rushes to the bottom of the screen. They are very dangerous, so try to nail those scorpions.

Strategy

Become accustomed to the controls. You should be able to stop your shooter on a dime. At first, it is best to fire constantly. There are times that call for precise, single-shot firing, but don't worry about that yet.

As a rule of thumb, keep your portion of the screen free of mushrooms. Low mushrooms are a hazard because they allow centipedes to rapidly advance down the screen. Unlike the coin-op *Centipede*, the mushrooms in the VCS adaptation don't inhibit the movement of your shooter, so you can pass right over them without stopping. Position your shooter on top of a low mushroom and hold the fire button down. Not only will you destroy the mushrooms *above* your shooter, but the one you are sitting on will be destroyed too.

If you clear away *too* many mushrooms, fleas will start to fall. Since you don't need any further distractions, leave a small group of mushrooms untouched. As long as these remain, the fleas will stay out of your hair.

After playing *Centipede* for some time, you begin to notice that certain mushroom configurations spell trouble. If you see that a string of centipedes always cascades quickly through a small area of the screen, blow away the mushrooms that the centipede bounces off of. This should break up the formation that gives the centipede its rapid descent.

Some mushroom configurations are advantageous. One of the best set-ups is called a "funnel." Shoot centipedes when they are between either two columns of mushrooms, or a column and the edge of the screen. In a situation like this (see illustration), the centipedes are forced to fall straight down in a vertical path. If you are directly below as it pours through a funnel, open fire. Your shot will destroy the head segment, and the body will continue to drop right into your fire. Large strings of centipedes can be destroyed in this manner.

Although mushrooms are only worth one point when destroyed, a *partially* destroyed mushroom is worth five points when you lose a shooter.

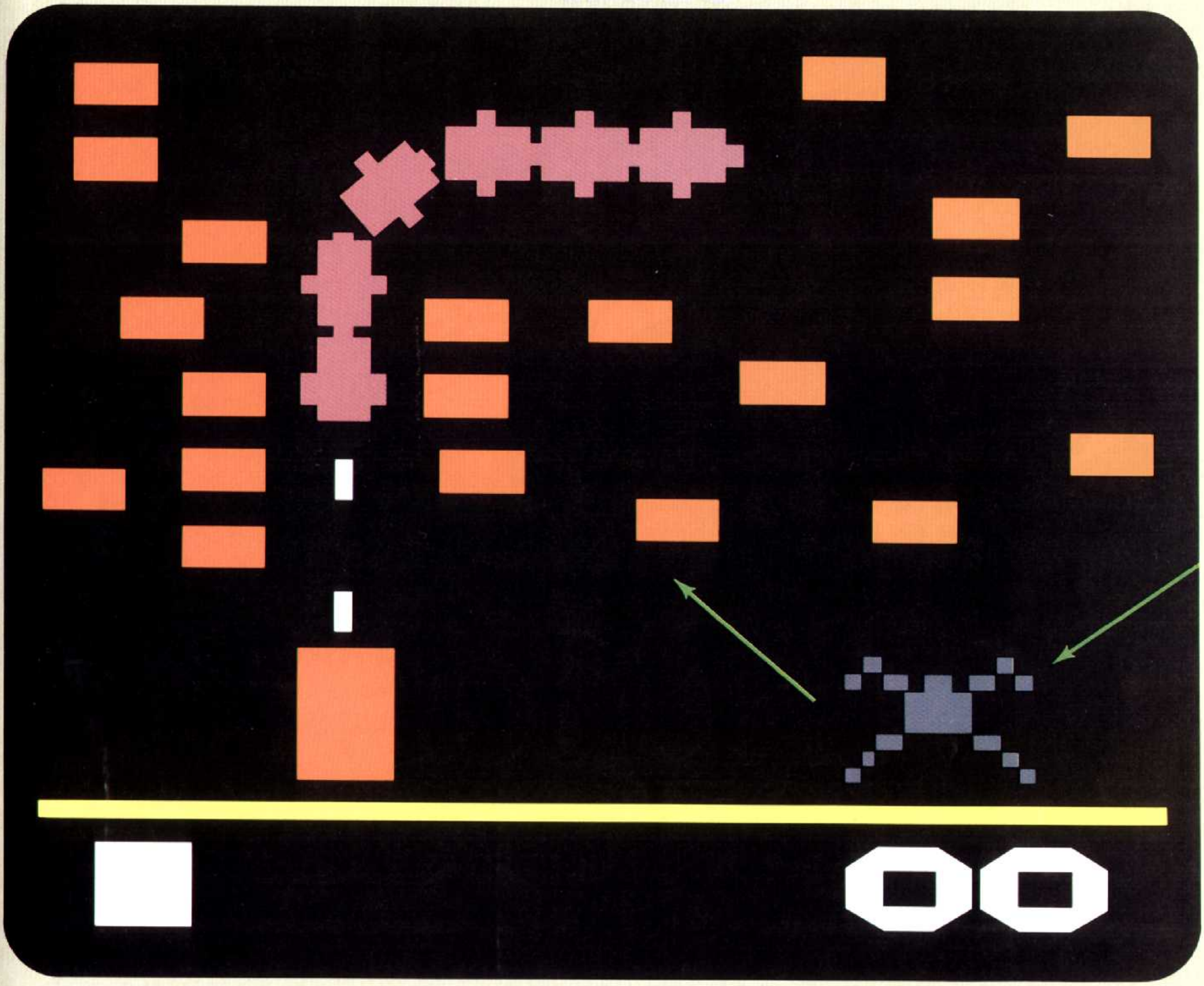
Take some pot shots at the mushroom patch now and then. Many players find they will win an extra base with the points they earn for "wounded" mushrooms.

Centipede is a game of priorities. If you have several targets, always go for the lowest centipede first. Centipedes in your portion of the screen are dangerous for two reasons. First, they are easy to run into. Second, after every pass along the bottom of the screen, an additional centipede head is added to the confusion.

Big Points

Spiders can be a source of either 300, 600, or 900 points. During the first few waves, it is usually safe to let it dance above your head. Fire at the last minute. By waiting for the spider to get closer to you before you kill it, the point value is greatly increased. This technique may prove dangerous when things start to speed up.

The scorpion carries the highest point value of anything in the mushroom patch. A helpful trick is to leave the end columns free from mushrooms. This gives you a clear shot up the



This is the "funnelling" technique. As you shoot up, try to leave a one column vertical space between mushrooms. When the centipede head gets trapped in there, you can shoot the entire insect without having to move.

length of the screen. Push your shooter to the top of your section. This reduces the distance between you and your target.

If the scorpion manages to poison a group of mushrooms, try to blow away the contaminated mushrooms as quickly as possible while keeping an eye out for crazed centipedes.

Sometimes, when you're firing at a crowd of quickly dropping centipedes, it will become very clear to you that there is no way you're going to clear them all away before they reach the bottom of the screen. In a situation like this, it would be best for you to just move out of the way. When the centipede gets to the bottom of the screen, it will bounce up to the next row and begin to ascend the screen. When it does that, drop down again and quickly blast it with all you've got. If you don't, it will come back down to get you before too long. Of course, try to nail all centipedes *before* they reach the bottom of the screen if you can.

You should always be firing at something. Occasionally, however, it is beneficial to fire one shot at a time. For example, when a centipede head has reached the lower area of the screen, it may be out of phase with your shots and slip right through them unharmed. If you wait until the head passes directly over you before you fire, you stand a good chance of hitting it.

Another trick to shooting centipedes near the bottom is to position yourself in the very last row, with a mushroom close above you. As the centipede head slithers between you and the mushroom, open fire. Since your shots are stopped by the mushroom, you are guaranteed that you will be firing quite rapidly. The centipede is bound to get touched by the continuous stream of sparks.

When a string of centipedes is directly above you, don't shoot the head segment. It will turn into a mushroom and the following segment will drop down and collide with you.

Always pursue the highest point scoring opportunity. Go for every scorpion, get the spiders when they are close to you, and shoot centipede head segments instead of body segments if you have room.

Remember, it's *your* garden.

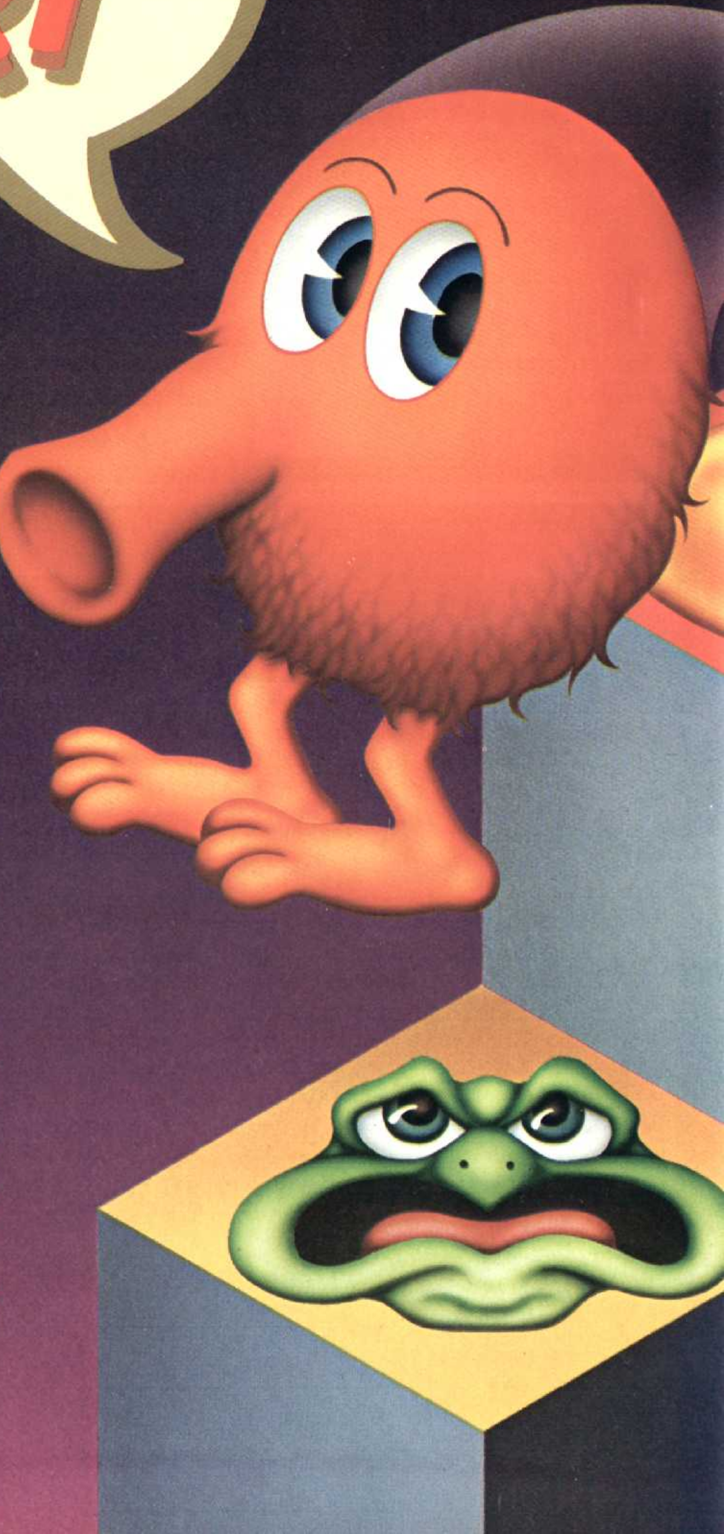
Minimum Score Potential: 100,000

By Mike Davis

THE WORLD ACCORDING TO Q*BERT

By Dan Gutman

One of the most lovable video game characters to come along in a while is Q*Bert, Gottlieb's cuddly munchkin-like creature who has won the hearts of so many video game players. We caught up with Q*Bert in his hotel room recently and had this interview with The King Of The Cute Games...



VGP: May I call you Q*Bert?

Q*Bert: @!#?@! Call me whatever you want. Just keep your feet off the furniture.

VGP: First of all, Q*Bert, I'd like to congratulate you on winning our Golden Joystick Award for the Funniest Arcade Game Of The Year.

Q*Bert: Funny? Yeah, real funny. Let's see how much _you_ laugh when Ugg and Wrongway are after your butt.

VGP: Do you mean to say that life as Q*Bert is not all that much fun?

Q*Bert: Look pal, wise up. All day long I'm hopping, getting chased, getting jumped, getting hassled. Who needs it? Do I ever hurt anyone? No. Do I ever kill anyone? No. I'm an innocent bystander of life. For me, life is a raw deal. One minute you're sailing along, the next you're being chased by weird green guys with sunglasses. I'm tired of running. All I want to do is soak my feet in the hot tub.

VGP: No offense, Q*Bert, but in person you're not as cute as you look in the game. Interviewers less kind than I might even call you unattractive.

ILLUSTRATION BY ROBERT BURGER

BURGER

Q*Bert: Yeah, the other day I went into an arcade to check out the new games and the owner offered me a roll of quarters to *leave*! He said I was scaring off all the kids. I get no respect, no respect at all.

VGP: You're kind of the Rodney Dangerfield of video games, aren't you?

Q*Bert: Yes, only uglier.

VGP: But you should start getting more respect now that your face will be appearing on board games, tote bags, plastic banjos, snowcone machines, knitted pajamas, scratch 'n sniff stickers—

Q*Bert: Did you say scratch 'n sniff stickers?

VGP: Yes.

Q*Bert: Hmmm.

VGP: There are over 125 products in all. How do you feel about this licensing exploitation?

Q*Bert: Look, as long as I get my 50%, they can slap my puss on Mt. Rushmore for all I care.

VGP: I understand your Parker Brothers home video game cartridge will hit the stores any day.

Q*Bert: Yeah, and it had better be better than that crap Pac-Man ended up with.

VGP: Somehow I thought you would be a little bit more, uh... cultured and refined.

Q*Bert: What did you expect, John Houseman? My entire experience consists of hopping like an idiot on 21 cubes over and over again. You want well-rounded? Try interviewing Dig Dug. Talk about stupid...

VGP: Dig Dug is dumb?

Q*Bert: Let me put it this way—you can have RAM and ROM memory up the kazoo and still be a total moron. What, did you think Popeye was a PhD.? Besides, I'm as cultured as the next video game character. It just so happens that I am quite an art lover.

> **"Pac-Man? I'm sick of playing second banana to that video wimp. He can't eat his way out of a paper bag."**

VGP: Is that so? What kind of art do you particularly enjoy?

Q*Bert: Cubism.

VGP: I think I've had about enough of this.

Q*Bert: Hey pal, life is a pyramid, and you can jump off any time you want.

VGP: You mentioned before that Dig Dug was dumb. What about Pac-Man?

Q*Bert: I feel that if you don't have anything nice to say about somebody, you shouldn't say anything at all. But I *will* say this—I hate his guts. Puke-Man makes me sick.

VGP: What?! Pac-Man may be the greatest video game character in history.

Q*Bert: He's a pathetic video wimp punk. I'm tired of playing second banana to that poor excuse for a smile button. He couldn't eat his way out of a paper bag. And if he had any guts, he'd be here to defend himself.

VGP: Those are pretty strong words there. What do you think of Frogger?

Q*Bert: Frogger?! He's got the lamest game I've ever seen. I'll tell you—if all *I* had to do was cross the street, my life would be a lot easier. Get that wart factory up on a pyramid and see how long he survives.

VGP: What about Donkey Kong?

Q*Bert: Give me a break. Send that junk back to Japan.

VGP: How can you say those things? What about all the great new games from the last year—*Zaxxon*, *Pole Position*, *Joust*, *Time Pilot*?

Q*Bert: Scrap Metal.

VGP: Alright, alright. Everyone is entitled to their opinion, I suppose. Now, speaking of scrap metal, I understand that you have a 16-bit microprocessor while most games have 8-bit ones.

Q*Bert: So what?

VGP: You know, you're not being very cooperative.

Q*Bert: @!#?@!

VGP: I really can't understand why so many video game players are so taken with you.

Q*Bert: It's probably because I'm so incredibly adorable. Ever since *Pac-Man*, every new game has to be adorable—*Pengo*, *BurgerTime*, *Popeye*. It's enough to make you barf.

VGP: You, The King of the Cute Games, don't like cute games?

Q*Bert: Hell, no. I like to kill things. If I had my way, I'd bomb Slick and Sam with thermonuclear heat-seeking missiles and we'd *really* see some flesh fly.

VGP: I think I'm beginning to get a handle on your philosophy of life.

Q*Bert: My philosophy is simple—anything green is good. Anything purple is bad.

VGP: What do you think is the biggest problem facing the world today?

Q*Bert: Not enough flying discs.

VGP: Q*Bert, if you could meet anybody in the world, who would it be? Pete Rose? Sylvester Stallone?

Q*Bert: Ms. Pac-Man.

VGP: So *that's* why you don't like Pac-Man! You're jealous!

Q*Bert: Me? Jealous of that slab of cheese? If Ms. Pac-Man spent a few waves with *me*, she wouldn't have to go running after any ghosts, that's for sure.

VGP: So you're waiting for Q*Pid, eh?

Q*Bert: I'll make the puns here, okay? Yeah, I'd like to settle down with a nice girl, do a little travelling, raise a few little noses.

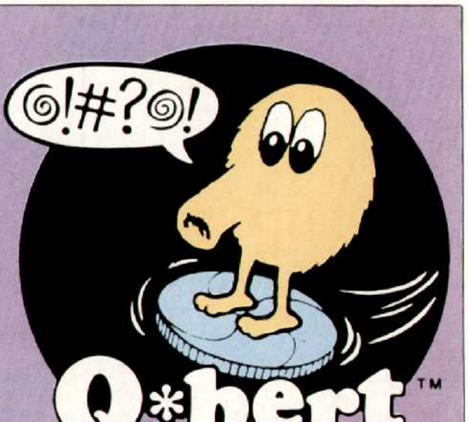
VGP: How do you expect to take Ms.

CONTINUED ON PAGE 66

Clue #3: Apollo went bankrupt before they released it

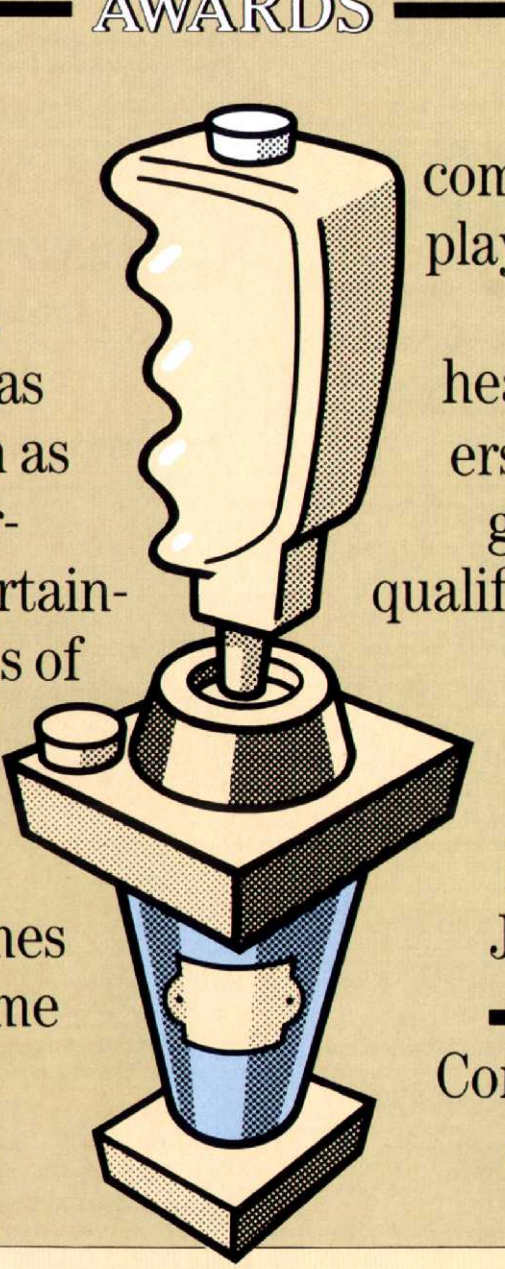
WHAT IS Q*BERT SAYING?

If you think you know what Q*Bert is saying, tell us! We will send $15 to the reader who gives us the funniest response. Send Q*Bertisms to: Q*Bert, Carnegie Publications, 888 7th Ave., New York, NY 10106.



VIDEO GAMES PLAYER

1983 GOLDEN JOYSTICK AWARDS



Movies have their Oscars and music has its Grammy awards. Video games are as much an art form as any field of entertainment, and certainly deserve awards of their own. We are not ones to blindly proclaim that all video games are excellent. Some are downright terrible. It is the rare game that combines graphics, playability and fun to capture the hearts of the players. The following games meet this qualification, and we are happy to award them Video Games Player's Golden Joystick Award.

Congratulations to all the winners!

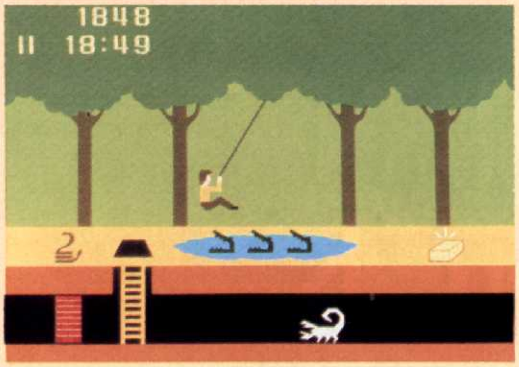
HOW WE PICKED 'EM

The Golden Joystick Awards are not given on the basis of how much *we* like the games, and they are not given on the basis of how many quarters they swallowed. Rather, nominations were compiled by consulting with 20 experts in the field—writers, editors and critics who are not employed by any video game company. Nominations for different categories were tallied and the game that received the most nominations was the winner in that category. There were no ties. All games on sale or in the arcades during 1982 and the first three months of 1983 qualified.

ILLUSTRATION BY LOU BROOKS

HOME VIDEO GAMES

Game Of The Year



PITFALL

(Activision)

Honorable mention: Star Raiders, Demon Attack, Zaxxon, Donkey Kong

Arcade Adaptation Of The Year

DONKEY KONG

(Coleco)

Honorable mention: Ms. Pac-Man, Frogger, Zaxxon, Venture, Vanguard, Centipede

Movie Adaptation Of The Year

THE EMPIRE STRIKES BACK

(Parker)

Honorable mention: M*A*S*H

Action Game Of The Year

CENTIPEDE

(Atari)

Honorable mention: Spider Fighter, Turmoil, Venture, River Raid, Hyperchase

Space Game Of The Year

DEMON ATTACK

(Imagic)

Honorable mention: Star Raiders, Star Master, Phaser Patrol, Defender, Vanguard, Cosmic Avenger, Zaxxon, Space Spartans, Galactic Invasion, Star Gunner, Cosmic Arc, Astrosmash, Freedom Fighters

Adventure Game Of The Year

DRAGON STOMPER

(Starpath)

Honorable mention: Pitfall, Earthworld, Fireworld, Riddle of the Sphinx

Children's Game Of The Year

SMURF RESCUE

(Coleco)

Honorable mention: Eggomania, Frogs and Flies, Word Zapper

Funniest Game Of The Year

EGGOMANIA

(U.S. Games)

Honorable mention: Fast Food, Mangia

Most Innovative Game Of The Year

MICROSURGEON

(Imagic)

Honorable mention: Pitfall, Utopia, Journey Escape, Bomb Squad, Dragon Stomper, The Great Wall Street Fortune Hunt

Graphics Of the Year

ZAXXON

(Coleco)

Honorable mention: Smurf Rescue, Turbo, Galaxian, Pitfall, Demon Attack, Atlantis, Venture, Ms. Pac-Man, Spider Fighter

Most Challenging Game Of The Year

EARTHWORLD

(Atari)

Honorable mention: Escape From the Mindmaster, Starmaster, Tron Maze-A-Tron, Raiders of the Lost Ark, Star Raiders, Dragon Stomper, K.C's Krazy Chase

Maze Game Of The Year

MS. PAC-MAN

(Atari)

Honorable mention: Mousetrap, K.C.'s Krazy Chase, Night Stalker, Lock 'N' Chase, Ladybug, Escape From the Mindmaster

Ladder Game Of The Year

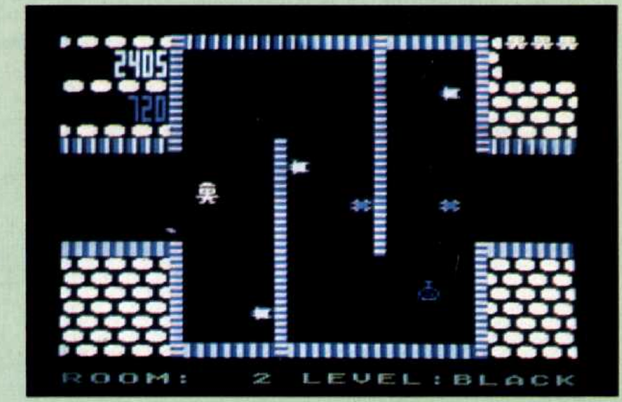
DONKEY KONG

(Coleco)

Honorable mention: Fast Eddie, Beauty and the Beast, Pick Axe Pete

COMPUTER GAMES

Game Of The Year



SHAMUS

(Synapse)

Honorable mention: Submarine Commander, Preppie, David's Midnight Magic, Aztec, Miner 2049er, Ghost Adventures, Caverns of Mars II, Castle Wolfenstein

Arcade Adaptation Of The Year

FROGGER

(Sierra On-Line)

Honorable mention: Gorf, Centipede, Defender, Wizard of WOR

Action Game Of The Year

CROSSFIRE
(Sierra On-Line)

Honorable mention: Video Vermin, Repton, Preppie, Threshold

Sports Game Of The Year

SOCCER
(Thorn EMI)

Honorable mention: Decathlon

Space Game Of The Year

DEFENDER
(Atari)

Honorable mention: Bandits, Star Raiders, Astrochase

Adventure Game Of The Year

ZORK
(Infocom)

Honorable mention: Time Zone, Deadline, Aztec, Adventureland #1, Sword of Fargoal

Funniest Game Of The Year

PREPPIE
(Adventure International)

Honorable mention: Abuse, Lunar Leaper

Most Innovative Game Of The Year

BASEBALL
(Milton Bradley)

Honorable mention: Commbat, The Arcade Machine, Crush, Crumble and Chomp, Wavy Navy, Shamus, Aztec

Graphics Of The Year

WAYOUT
(Sirius)

Honorable mention: Choplifter, Mask of the Sun, Flight Simulator, Bandits, Frogger, Defender, Astro Chase

Most Challenging Game Of The Year

RICOCHET
(Epyx)

Honorable mention: Pest Patrol, Air War, Miner 2049er, Shamus, Fort Apocalypse, Escape From Vulcan Isle

Maze Game Of The Year

PAC-MAN
(Atari)

Honorable mention: Wayout, Rat Race, Super Tex Man II, Snack Attack

Ladder Game Of The Year

MINER 2049ER
(Big Five)

Honorable mention: Canyon Climber, Beer Run

War Game Of The Year

LEGIONNAIRE
(Avalon Hill)

Honorable mention: Submarine Commander, Conquest of Chesterwood, Commbat, Choplifter

ARCADE GAMES

Game Of The Year

ROBOTRON
(Williams)

Honorable mention: Ms. Pac-Man, Zaxxon, Joust, Tron, Jungle Hunt

Action Game Of The Year

CENTIPEDE
(Atari)

Honorable mention: Robotron, Tempest, Front Line, Joust

Space Game Of The Year

BUCK ROGERS
(Sega)

Honorable mention: Zaxxon, Time Pilot, Stargate, Tron, Gravitar

Funniest Game Of The Year

Q*BERT
(Gottlieb)

Honorable mention: BurgerTime, Pengo

Most Innovative Game Of The Year

ASTRON BELT
(Sega)

Honorable mention: Subroc, Joust, Q*Bert, Chexx, Hyperball, Jungle Hunt

Special Effects Of The Year

SUBROC 3D
(Sega)

Honorable mention: Zaxxon, Q*Bert, Pole Position

Most Challenging Game Of The Year

ROBOTRON
(Williams)

Honorable mention: Joust, Eliminator, Qix, Tron, Zaxxon

Ladder Game Of The Year

DONKEY KONG
(Nintendo)

Honorable mention: Popeye, Donkey Kong, Jr.

Graphics Of The Year

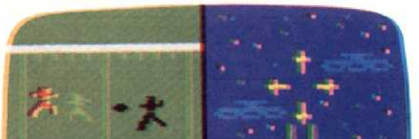
POLE POSITION
(Atari)

Honorable mention: Zaxxon, Tempest, Joust, Jungle Hunt, Popeye, Subroc

Clue #4: Coco-Cola, Marlboro, Dig Dug, Centipede signs

VIDEO GAME BUYER'S GUIDE

By Raymond Dimetrosky

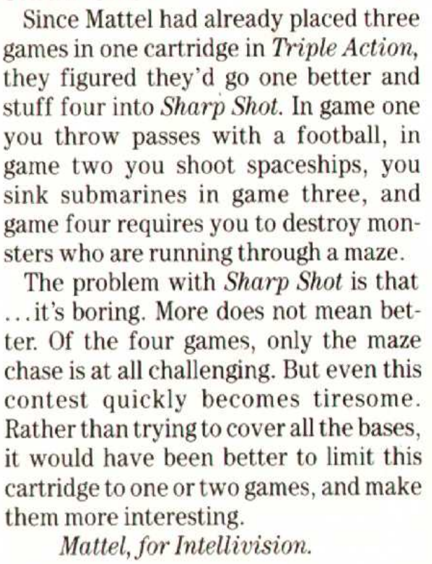


SHARP SHOT C-

Since Mattel had already placed three games in one cartridge in *Triple Action*, they figured they'd go one better and stuff four into *Sharp Shot*. In game one you throw passes with a football, in game two you shoot spaceships, you sink submarines in game three, and game four requires you to destroy monsters who are running through a maze.

The problem with *Sharp Shot* is that ...it's boring. More does not mean better. Of the four games, only the maze chase is at all challenging. But even this contest quickly becomes tiresome. Rather than trying to cover all the bases, it would have been better to limit this cartridge to one or two games, and make them more interesting.

Mattel, for Intellivision.

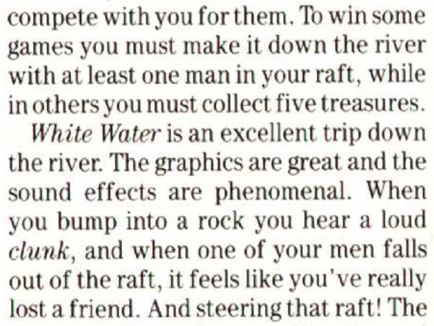


WHITE WATER A-

You are in a raft traveling down the Amazon River. You have three men who must steer your raft, stop at the beaches, and run on to the land to collect treasures. There are three types of treasures, and the natives on the land compete with you for them. To win some games you must make it down the river with at least one man in your raft, while in others you must collect five treasures.

White Water is an excellent trip down the river. The graphics are great and the sound effects are phenomenal. When you bump into a rock you hear a loud *clunk*, and when one of your men falls out of the raft, it feels like you've really lost a friend. And steering that raft! The current pulls you in every direction and you must constantly work at keeping it on its path. When you dock at the beach and race the natives for treasures, it's like a completely different game! The fun is unlimited, but you'd better know how to swim!

Imagic, for Intellivision.

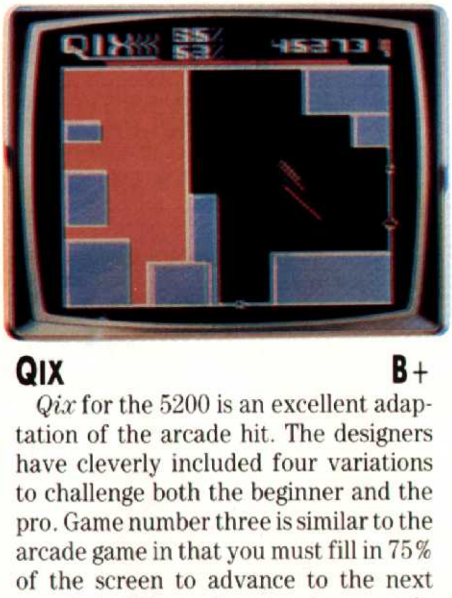


GALAXIAN B+

A remarkably faithful adaptation of the arcade hit. The game is a cross between *Space Invaders* and *Demon Attack*. You must shoot down rows of marching aliens while avoiding their bombs. But unlike space invaders, these creeps leave their ranks and sail down to attack you.

Fans of the arcade game will not be disappointed. The aliens are multicolored and they're pretty well detailed. The sound effects are similar to those in *Space Invaders*, and make you feel as if these creatures are really marching. Some people may be tired of this type of game, since it lacks the surprise of newer contests for the VCS.

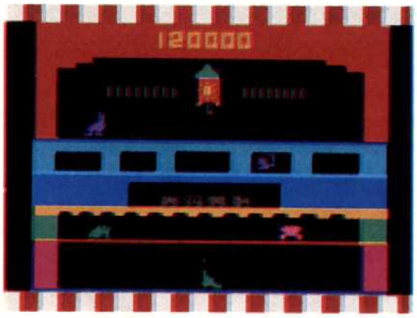
Atari, for Atari VCS.



QIX B+

Qix for the 5200 is an excellent adaptation of the arcade hit. The designers have cleverly included four variations to challenge both the beginner and the pro. Game number three is similar to the arcade game in that you must fill in 75% of the screen to advance to the next round. In this version you also must do battle with Sparx, Super Sparx, and a Fuse. But beginners can play game number one in which you have only one enemy and you must fill in only 50% of the screen. *Qix* is a fun game simply because it's different than the run-of-the-mill space contests. The game is colorful (when you move your marker fast you make blue squares, while when you move slowly, they're brown) and the sound effects are good. *Qix* requires strategy and is very addicting. So if you're ready for something a little different, or if you already enjoy the arcade version, you'll have fun with *Qix*.

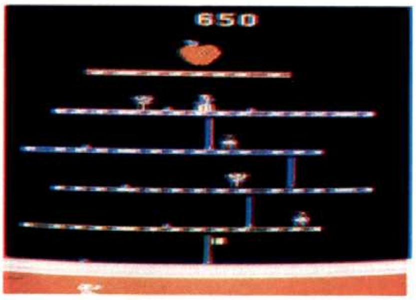
Atari, for Atari 5200.



SHOOTIN' GALLERY B

Step right up, grab your gun, and try to score points by hitting the targets. If you hit the train and monkey, maybe you'll get to see the frog or elephant, or even the inchworm! Imagic's *Shootin' Gallery* is a colorful, musical trip to the carnival. The graphics and sound effects are outstanding, at least as good as Coleco's *Carnival* and maybe better. Every target that you hit lets out a victorious *clang*, and the theme song sounds a calliope! Each animal looks like a cartoon character, and there's so many of them, you'll never be sure what will come up next. But *Shootin' Gallery* is not for everyone. It's a slow-moving game, and it's rather simplistic for hotshot arcaders. So next time you're in a mellow mood, try your luck at *Shootin' Gallery*. All that's missing is the cotton candy.

Imagic, for Atari VCS.

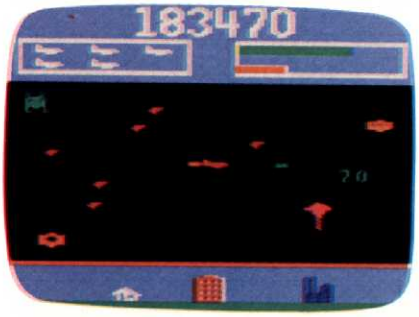


I WANT MY MOMMY C+

You are a little brown teddy bear who has had a bad dream. The dream demons are still trying to get you, so you must climb two "mountains" to find your mommy and get a big bear hug. Mom helps by sending down kisses, which allow you to kill the dream demons.

I Want My Mommy is great for little kids, but bad news for everyone else. The game is extremely simple, and a teenager can master it within five minutes. Your climb is reminiscent of *Donkey Kong*, but these dream demons are not nearly as deadly as Kong's barrels. The graphics are good, the music is enjoyable, and the game is awfully cute, overall—but for young children, not the rest of the family.

Zimag, for Atari VCS.

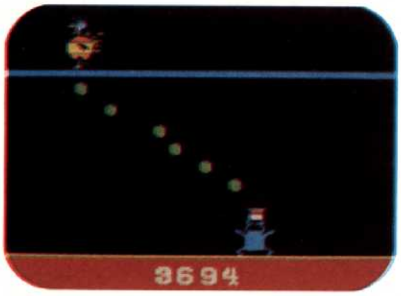


KILLER SATELLITES A

Killer Satellites is an outstanding new game from Starpath which demonstrates the value of the Supercharger. Your mission is to defend "your hometown" from an attack by an orbiting junkyard of killer satellites. There are eight types of attackers. If you smash into a satellite, a meteor, or the force field on the bottom of the screen, you lose a ship. Throughout the contest you must keep an eye on a radar screen, a fuel level indicator, and a laser overheat monitor. If you overheat, you temporarily cannot fire, while running out of fuel causes you to crash. At the end of each wave (there are over 95 of them) you are awarded bonus points for your unused fuel, ground objects which remain, and waves which you've completed.

Killer Satellites is an excellent variation on the *Defender* theme. You can begin play at any wave level, so you never need to be bored with this contest. In the later waves deadly meteors crash down around you, and your mission becomes unbelievably difficult. The challenge is relentless! With graphics that are better than average, and great sound effects (including three tunes), *Killer Satellites* is far above the average game for the VCS. It's sensational! It looks like Starpath is finally making games that utilize the power of the Supercharger.

Starpath, for the Atari VCS with Starpath Supercharger.

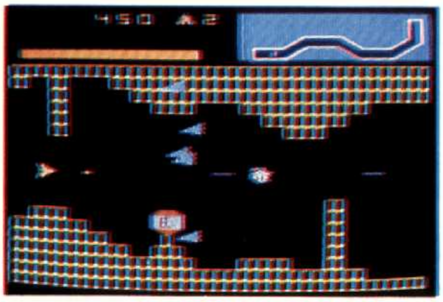


EGGOMANIA A

You are a bright blue bear wearing a large hat that looks like a fruit bowl. Above you stands a multicolored bird who is bombarding you with eggs. If you catch all of the eggs in your hat, you can fire them back at him! You score points for every egg you catch, and every time you hit the bird with one of his eggs.

Eggomania seems remarkably similar to *Kaboom* or *Lost Luggage*. After all, what you're really doing here is just catching things that are being dropped on you. So what's the big deal? Well, what makes this game extraordinary is some of the best music and graphics appearing in any game available for the VCS. The bird has a blue head, a red beak, orange antennae, and multicolored feathers. When he walks his antennae bounce up and down and his feet shuffle back and forth. At the beginning of each round he dances for you while a little tune plays in the background. If you catch all of his eggs, the bird begins to skate and you are serenaded with *The Blue Danube*. But the best feature of the game occurs when you shoot the bird with one of his own eggs. A wolf whistle is heard, and the bird drops its feathers to display polka dot underwear.

U.S. Games, for Atari VCS.

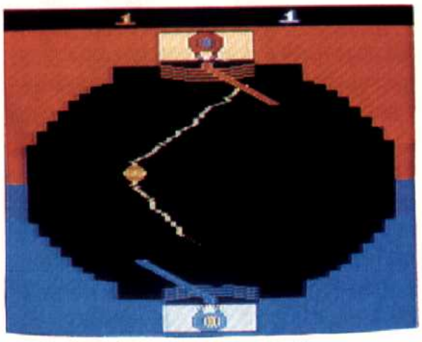


VANGUARD B+

In this contest you must travel through the many tunnels of Aterria to find and destroy the deadly Gond. Along the way you fight off hordes of enemies, while avoiding the tunnel walls.

In many ways *Vanguard* resembles Coleco's *Cosmic Avenger*. You fly through tunnels, fight off various creatures, and travel through different scenes. But *Vanguard* adds the challenge of reaching Gond, who waits at the end of your journey. Also, after you use up your five lives, you are asked whether you wish to continue. If you answer yes, the action picks up right where you left off! The only major drawback lies in the 5200 controls. They do not respond fast enough, and that can become frustrating. Actually, the 2600 *Vanguard* is better than the 5200 version, for that reason. But, all in all, this game is a lot of fun and a worthy addition to your 5200 library.

Atari, for Atari 5200

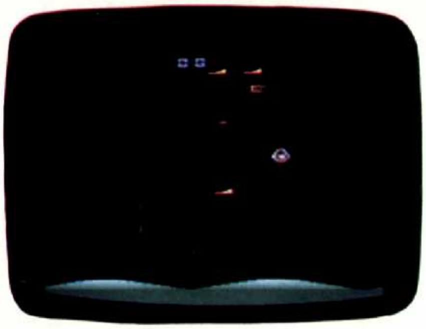


JEDI ARENA C+

Jedi Arena is the second game in Parker Brothers' Star Wars series. Here, you challenge an opponent (or the computer) in an action-packed laser battle. Your goal is to protect your Jedi Knight from deadly laser bolts. Your knight is sheltered by a protective force-field, but your opponent's laser bolts gradually cause it to deteriorate. If you can destroy the opposing force field and kill the Jedi knight before he eliminates you, the match is yours. You must win three matches to be victorious.

At first glance, *Jedi Arena* looks like a real winner. The game begins with a melodious version of the Star Wars theme (in two-part harmony). The screen flashes with brilliant colors as you and your opponent battle it out. Unfortunately, the battle is a letdown. It takes a while to understand what exactly is going on. To control the direction of your laser bolts, you move a lightsaber with the paddle control. But the laser bolts are shot out of a "seeker" in the center of the screen, not the lightsaber. And since the seeker moves on it's own, you may find yourself turning the paddle every which way and frantically shooting until your hand feels like it's going to fall off. Another drawback results from the bird's-eye view from which you must view the action. While in *Empire Strikes Back* and *Frogger* you could identify with a particular character on the screen, the Jedi Knight sabers get no sympathy from me. *Jedi Arena* is graphically spectacular, but the game is a disappointment.

Parker Brothers, for the Atari VCS.

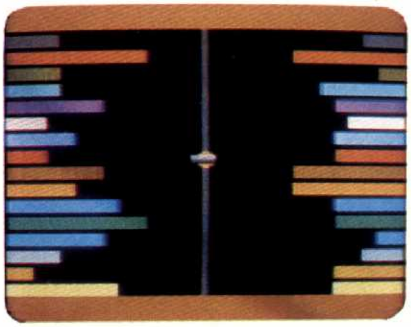


STARGUNNER B

Stargunner is a better than average outer space shoot-'em-up game. You control a ship which is trying to destroy three types of "sphyzygi" aliens. Above you sits "bobo," their bomb-dropping leader. The aliens don't fire at you, but they get in the way a lot. You zap them with horizontal fire. There are three waves in each level, and with each level the aliens increase their speed. You are safe as long as you avoid smashing into the enemy, Bobo's bombs, or newly forming sphyzygi.

There is really nothing incredibly new and exciting about *Stargunner*. The sound effects resemble the now antique *Air-Sea-Battle*, and the graphics are minimal. The game somewhat resembles a non-scrolling version of *Defender*. But if you are really into games which challenge your reflexes and let you kill lots of things, you may want to add *Stargunner* to your collection. It *is* addicting. There is always room on the shelf for a lightning-fast, pure adrenalin game that lets you blast everything in sight.

Telesys, for the Atari VCS.

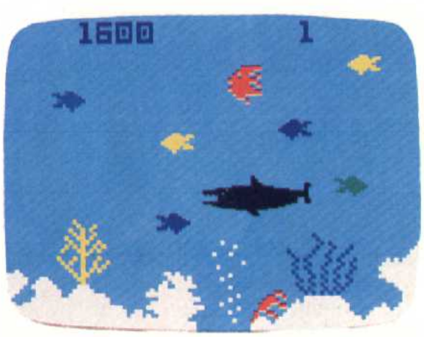


RAM IT C+

In some respects *Ram It* is a speeded-up version of *Breakout*, utilizing a joystick instead of a paddle. You control a "ramroid" which slides up and down the center of the screen. On either side of you are 16 horizontal colored bars which are inching toward you. You have to eliminate all the bars by shooting them apart piece by piece. Occasionally, one of the bars flashes, and one shot will destroy it. But if the bars meet in the center, your path will be blocked. Throughout the game a clock is ticking down to zero, and your ultimate demise.

Ram It never quite lives up to your initial expectations. It is extremely frustrating to watch the bars rapidly approaching, and some may find the game more annoying than fun. But *Ram It* is colorful, and those of you who love games like *Breakout* may want to check it out.

Telesys, for the Atari VCS.

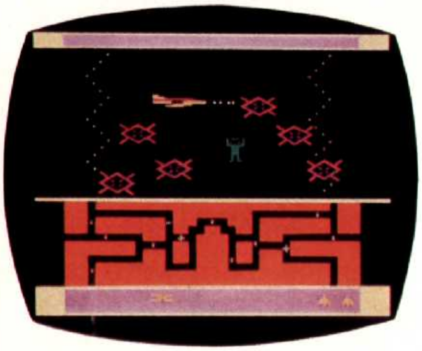


SHARK! SHARK! B

You are a tiny yellow fish who can only eat creatures which are smaller than yourself. If you get in the way of anything bigger, you'll be devoured. After a while, when you've munched a lot of little fish and chewed away at the shark's tail, a strange thing happens. You begin to grow! You can grow five times (every time you hit 1000 points). You have a total of five lives, and you can make your fish move at four speeds.

Shark! Shark! is enjoyable because of the colorful graphics and great sound effects. The fish gurgle as they swim around, and when they're eaten you can see bubbles rising to the top of the ocean. The whole thing looks more like a cartoon than a video game. But the game is challenging, too. It's not easy to avoid all of the bigger fish, especially when you're at the smallest size. *Shark! Shark!* is not a very fast-moving game, but it can sure be a lot of fun.

Mattel, for Intellivision.



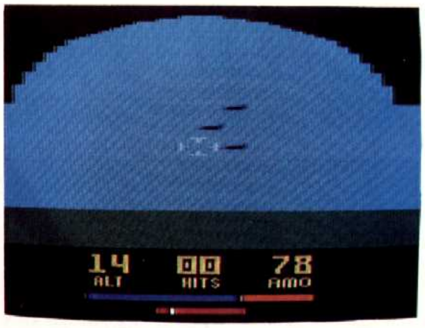
Clue #5: 251 TV episodes

FLASH GORDON B

Flash is an extremely challenging space contest. You must rescue spacemen and conquer spider warriors. To conquer the warriors you smash your ship into a hatching pod and exterminate at least five of its inhabitants. If you succeed, your ship gets a shield and, temporarily, you are indestructible. The large map which is on the bottom half of your screen shows a complete view of every hiding place of your enemy.

What makes *Flash* so much fun is the level of complexity. As in *Defender*, there are always about 300 things going on. Besides the spacemen, pods, and spider warriors, there are disrupters, deadly debris, and enemy patrol ships. And *Flash Gordon* is one of the first games to provide you with a map of the city that is actually useful! If you destroy all of the hatching pods in a city, you earn bonus points and advance to the next, more difficult level. And even with the map taking up half the screen, the graphics in the close-up view are not compromised. *Flash Gordon* is an exciting trip into a hideous world. Good luck! At last a decent "movie game." Let this be an example for others.

Fox Video Games, for Atari VCS.

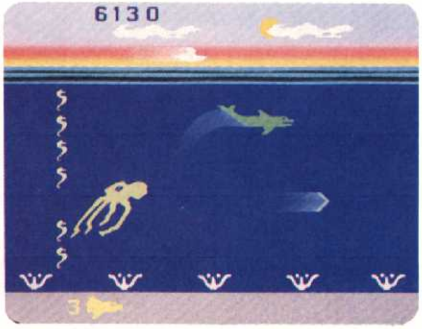


AIR RAIDERS B+

If you ever wanted to become a pilot, you'll probably flip over *Air Raiders*. This realistic flight simulator puts you at the controls of a fighter plane with an important mission ahead. You must shoot down enemy planes, avoid ground fire, and carefully monitor your level of fuel and remaining ammunition. And while you're at it, you had better keep a steady eye on your altitude or you're in for a deadly crash.

What makes *Air Raiders* an innovative game is the perspective. You are looking out the cockpit's front window. When you take off you watch the runway disappearing below you. As you fly, every jerk of the joystick results in a change of scenery through your window. The sound effects are great. When you climb your engine sounds strained, when you're diving it begins to roar, and when you're low on fuel it sputters. All in all, *Air Raiders* is a challenging contest that's great fun to play.

Mattel M Network, for the Atari VCS.

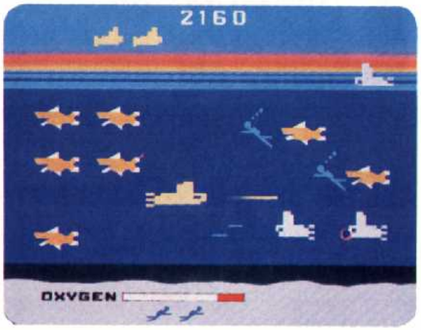


DOLPHIN B

Dolphin is the first game that requires ear-hand coordination. You are a dolphin who swims through schools of seahorses. Before you reach each school you hear sonic cues from your fellow dolphins. The higher the frequency, the higher the opening in the seahorses. Watch out behind you—a deadly squid is on your tail. If you manage to touch a seagull flying over the water, you can zap the squid.

The innovative use of sound is a clever twist not found in many games. The graphics are acceptable and the game is colorful, but the ocean is rather barren. It would have been nice to have more and more fish swimming around in later rounds. The squids become faster as the game progresses, but this is more of a game of concentration and strategy than a test of reflexes. *Dolphin* is a fascinating game. But don't expect a constant fight with the enemy, because most of the time you'll simply be swimming along, trying to catch a good wave. Keep your ears open.

Activision, for Atari VCS.



SEAQUEST B

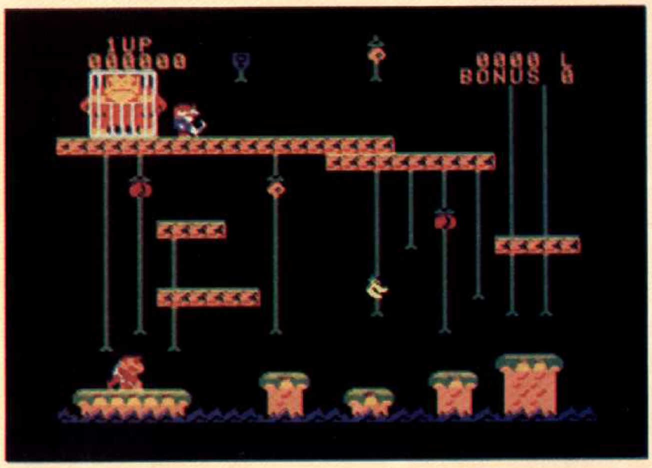
If you enjoy shoot-'em-up games which pit you against an endless stream of conquerors, *Seaquest* may be of interest. In this contest you control a submarine which must rescue teams of scuba divers. Your enemies are man-eating sharks and evil pirate subs. And just to make things a bit more difficult, you must complete you mission before your oxygen runs out.

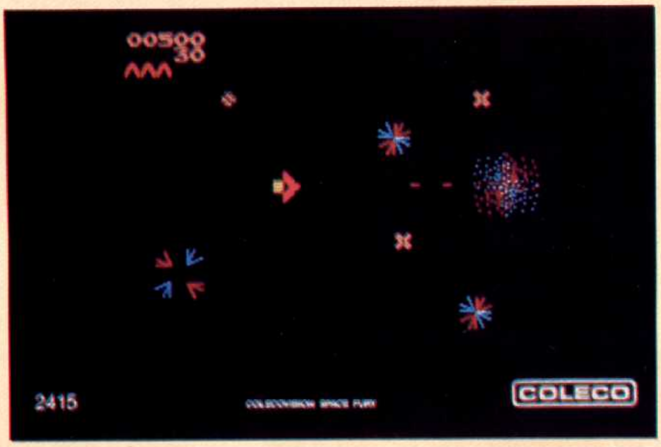
In many ways *Seaquest* is like a brother to *River Raid*. As in *River Raid*, you must shoot the enemy fleet, avoid hitting them, and keep an eye on your sinking level of energy (oxygen). Like all Activision games, *Seaquest* is colorful and the sound effects are above average. Each round is distinguished by the number and color of the sharks which attack you. There's nothing terribly original about the game though, and in many ways it's similar to *Bermuda Triangle* by Data Age.

Activision, for the Atari VCS.

VIDEO GAME BUYER'S GUIDE

DONKEY KONG JR. (Coleco) VS. SPACE FURY (Coleco)





AT FIRST GLANCE, *DONKEY KONG JR.* AND *SPACE FURY* APPEAR TO HAVE nothing in common. Look at 'em – one's a shoot-em-up and the other is an obstacle course/ladder game. Although the two come from different schools of gaming, both were fairly popular arcade games. *Donkey Kong Jr.* was one of the better sequel games of last year, while *Space Fury* stands as one of the best games to follow in the wake of *Asteroids*. Now both are available in ColecoVision format. According to their maker, both "play like the real arcade game.'' If you take their word for it, you'd have a tough time deciding between the two. And unless you write for a video game magazine and get lots of cartridges for free, you may be able to afford just one of these games.

Space Fury was Sega's second coin-op to feature speech synthesis. At the beginning of each game, the alien commander, a charming fellow with one eye and pointy ears, would come out and provoke you with a sly, "So, a creature for my amusement... Prepare for battle!"

Space Fury is a textbook example of a shoot-'em-up. Your ship has free run over the playfield. You can thrust, fire, rotate left and rotate right. Blow away everything on the screen and the round ends. This is where the game gets good. You must dock with a "mother ship," which will give you increased firepower. Depending on which of the three mother ships you choose to dock with, you can wreak havoc on the alien forces in a number of unusual ways. One allows you to fire in four directions. Another lets you fire backwards and frontwards simultaneously. The most powerful gives you three forward guns. Together, they emit a deadly swath of firepower.

Most of this has survived the translation from coin-op to home cart. What's missing, though, is the best part of the game —the commander's spooky voice. Coleco replaced the alien's monologue with music, which is good as video game soundtracks go. The commander still provokes you and rates you at the conclusion of the game, only he doesn't speak.

Although the game is colorful, it's really little more than a glossy once-over on the familiar *Asteroids* theme. Furthermore, the play action is too consistent to hold a player over the long haul. All you have to do is keep blasting away. Even in later rounds of play, the enemy forces don't appear much more aggressive than they do at the game's outset.

Donkey Kong Jr., on the other hand, is initially quite challenging. This game centers around the offspring of the once-mighty Mr. Kong and his attempt to free his papa from the clutches of Mario, the carpenter hero of the original *Donkey Kong*. *Donkey Kong Jr.* sports three screens. The final screen in the coin-op, Mario's Lair, was dropped.

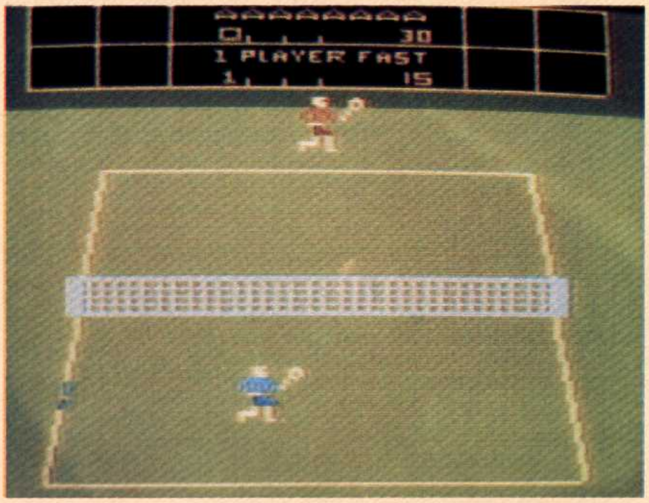
Aside from the intermissions and visual fluff, the Coleco version is faithful to its arcade counterpart. A complete game cycle consists of four screens—The opening vine sequence, the chain screen, another vine scene (identical to the first) and the jump-board screen. As Jr. climbs each of these four structures, he must avoid the onslaught of Snapjaws, Nitpickers and Stooky birds, all of which are dispatched by Mario.

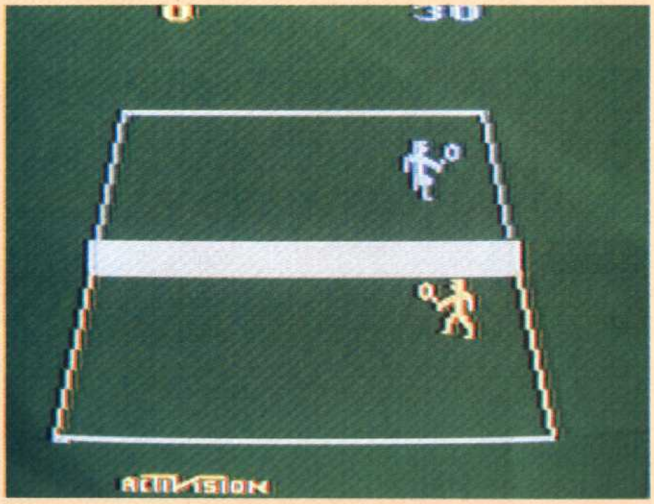
For the most part, *Donkey Kong Jr.* is a challenging contest. The fact that the screens change as the game progresses is a plus. Two things bug me, though. First of all, the controllers are lousy. There's a lot to do here in the way of jumping, running and climbing. All too often, the little ape falls prey to the less than responsive joystick or jump button. Secondly, the game is repetitive. Granted, all video games are to some degree, but once you analyze each situation (this doesn't take too long), the game is reduced to a simple "go through the motions" contest.

If I were to pick between the two games, I'd choose *Donkey Kong Jr.* It's a better looking game and one that will provide more interest over the long run. It is also a better interpretation of the coin-op than *Space Fury* is.

By Michael Blanchet

REALSPORTS TENNIS (Atari) VS. TENNIS (Activision)





I'M NOT A GREAT TENNIS PLAYER. I'M NOT EVEN A *GOOD* ONE, TO BE honest, and I probably never will be. Neither, in all likelihood, are you. In fact, most of you who pick up either Atari's or Activision's *Tennis* probably haven't swung a racquet in a long time.

Traditionally, tennis is perceived as a sport for the wealthy – a dignified way for those in the jet set to let off some steam and a seemingly easy road to riches reserved for good-looking Swedish blonds and skinny kids from Long Island with bad tempers. True, there's money to be made playing tennis, but it costs a little to get there. If we added up the cost of lessons, racquets, lost balls, court time, and proper attire and compared it to the thirty or so bucks you'd pay for the video game, both Atari's and Activision's *Tennis* carts stack up as true bargains.

Granted, both *Tennis* games are cheaper and easier to learn than the real thing, but not necessarily better. Personally, I dislike video sports games for the simple reason that sports are better when played in "real life." But if you don't mind missing out on the romance of real tennis, your only predicament is which one to picks—*Tennis* or *Tennis*?

Graphically, both tennis games are light years ahead of the *Pong*-like tennis you're probably familiar with. The blocks have been replaced by stick men, each with racquet in hand. You view the game from the end line, virtually looking over the shoulder of the near player at the fellow across the net. Both games also feature a shadow that follows the ball back and forth across the court. Unnecessary, but I'll admit, a nice touch.

The only visible difference between the two games is the attention to graphic detail in the Atari cart. Before the first serve, you can "type" your name on the scoreboard by selecting the appropriate letter with the joystick and locking it in with a tap of the fire button.

All around, the Atari version just looks tighter and cleaner than the Activision offering. The Activision players are single colored figures swatting across a solid "net," compared to the Atari team, which is decked out in spiffy tennis duds, each of them on his respective side of a real net—the kind with holes in it.

All the fluff aside, both games play about the same. In the one player version, for example, the server, be it the player or the computer, swats the ball when the red button is pushed. From here on, it's just a matter of being in the right place at the right time. You never really have control over how the ball is hit despite claims from both camps that you can actually select the angle of the return volley. As long as you are close enough to the oncoming shot, your man will automatically hit it back. As often as I tried, I was unable to fire a blistering cross-court shot. Supposedly, this can be done. It all depends on what part of the racquet makes contact with the ball.

I found the Activision computer match a lot tougher than its Atari counterpart. In the Atari version, the computer player was, more often than not, caught flat-footed by what looked like easy shots. In comparison, it was far more difficult to sneak one past the Activision player.

As far as the rest of the game goes, both carts are faithful to the ways and means of real tennis. Both score like real tennis. The serve alternates just like real tennis, too.

Both games are better when played by two human opponents. The snide comments and otherwise unprintable remarks passed between two gamers in the heat of battle are always more fun to listen to than the humiliating and impersonal computerized beeps.

Aside from minute differences in the graphic department, *Tennis* and *Tennis* stack up evenly to one another. If you are concerned about which of the two plays better, I can't help you—they're almost identical. Shop carefully, though. Since Activision's was released two years ago, you may be able to find it at a clearance or closeout price. Atari's, on the other hand, is a new release and will probably list for much more.

M.B.

Clue #6: 4,000 possible bonus points at start

COLECOVISION VS. ATARI 5200

Which Super System Should *You* Buy?

By Mark Brownstein

ATARI 5200
SUPER BREAKOUT
ATARI 5200
POWER ON/OFF
START
PAUSE
RESET
ATARI 5200
1 2 3
4 5 6
7 8 9
* 0 #

- Classic Arcade Games
- 256 Colors
- Pause Feature

PHOTOGRAPH BY RICHARD FRIED

The ads read "Special Sale on Atari's Super Game system." Elsewhere in the same ad, equally large letters announce, "ColecoVision: State of the Art Video System. Bring the Arcade Experience Home." Both systems carry the same price tag. Which of the "best" is best? Over the past few months, other magazines have reviewed the ColecoVision and the Atari 5200, but none have had the guts to stand up and give a head-to-head comparison. That's where we come in. We've turned these machines inside out to find out which does what best. Here are our results...

COLECO VISION PRESENTS
DONKEY KONG
Nintendo
EXPANSION MODULE INTERFACE
COLECO VISION
VIDEO GAME SYSTEM

- 38 Licensed Games
- Brilliant Graphics
- Computer Expansion

Cosmetics

Both units are black with silver accents. ColecoVision is smaller than the 5200, with the cartridge port at the middle of the top right half of the unit. The left half has recessed spaces for controllers. At the front of the ColecoVision is a door for expansion devices.

The 5200 is BIG. It is about the same width as ColecoVision, but four inches deeper. The unit has storage wells for the controllers under a flip-up cover at the rear of the unit. In the middle is the game cartridge port (which is also larger than that for ColecoVision). At the front of the unit are *four* connections for joysticks. On the bottom, at the back of the unit, is a pry-out plastic piece covering the 5200's expansion access. The size of the 5200 may be a consideration, all other things being equal, because you may not have enough space to store it.

The on-off switch on both units is on top. The 5200 has a small light bulb and extremely sensitive touch switch, while ColecoVision's is the sliding variety, with no light. Two cords run from ColecoVision to the TV set (power and signal cords). On the 5200, one fat cord is enough to handle both functions. Atari has also, very kindly, provided a space at the bottom of the 5200 to wrap excess cord, reducing the mess that comes with most home video games.

Hookup

ColecoVision, using a large clunky transformer, has two plugs in its back: one for power, and one for the signal to the set. The other end of the signal cord attaches to a switch box near your TV set.

The 5200 has a hookup which has received mixed reviews. One cord travels between the 5200 and the switch box. The switching is automatic; when you turn on the 5200, the TV antenna is disconnected, bringing the game signal to the set. Turn the 5200 off, and the TV antenna signal (regular programming) is reconnected. This means no more trips to the back of the set before you can play the game.

There are some disadvantages to this type of set-up. If you want to play your old 2600, or use your video cassette recorder or videodisc machine, this hookup poses a problem which may take a while to figure out (you may need an A/B switch). As long as you remember that the 5200 hook-up functions like a break in the antenna line to the set, you should be alright.

Controllers

Both units have Intellivision-type (appearing) controllers, which consist of twelve button keypads, a joystick, and fire buttons on either side. But there are major differences between them.

> **"Atari has *Pac-Man* and other arcade classics, but there are more games available for ColecoVision."**

The Coleco controller fits into the palm of most hands, has a self-centering joystick (when you take your hand off, it returns to the center), and a single fire button on either side. It's the kind you are probably already used to. The number buttons are recessed under the plastic cover, and can be somewhat unresponsive. In terms of game play, joystick movement may be almost *too* precise. In *Donkey Kong*, for example, you have to be in a certain exact spot to climb the ladder. Considerable practice is required to steer Mario to the spot.

The Coleco controller has the nine-pin Atari-type plug. This allows you to use your favorite controller to play on the ColecoVision. If you do that, in order to start the games, you will have to use the keypad to select an option. There are numerous Y-adapters available to allow you to hook up both the Coleco controller (for keypad functions) and your add-on controller.

The 5200 joystick is a major departure from anyone else's. The numeric buttons are raised rubber buttons. On either side is a pair of fire buttons which, in some games, perform different functions. The 5200 could allow for four different shooting functions, although this would probably cause more confusion and cramped hands than it's worth. The fire buttons are, to a lot of people, too small and hard to reach.

At the top of the 5200 controller are three buttons: Start, Pause, and Reset. If you are in the middle of a game and the phone rings (or nature calls), a quick touch of the Pause button allows you to stop the game. When you return, touching the Pause button allows you to pick up where you left off. My only criticism about this set-up is that the Pause and Reset are too close together—in your attempt to save a super game, you may *reset* a super game.

The 5200 stick is non-centering: the stick stays where you left it, rather than returning to center. This takes some getting used to. It is also slower to respond than the Coleco stick, and more difficult to make very quick, short movements. You may find it hard to operate on games that require such action.

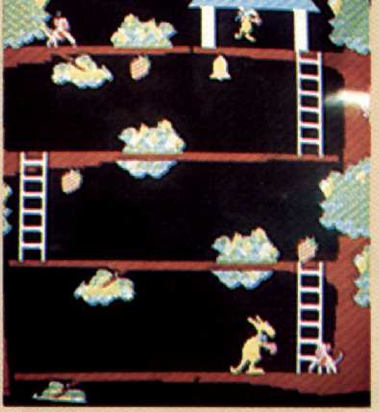
But in some games, the joystick is superb. *Centipede* was designed to accept Atari's Trak-ball controller. Unless you're really hooked on the coin-op game, you don't need the Trak-ball. The 5200 controller lets you move your bug anywhere in the allowed space. It's kind of like a trak-ball with a handle. On-screen response is very fast, and after a little practice, very accurate. Added to all this, there is very little resistance to movement of the joystick—it goes where you want it to without fighting back. If you expect to play for hours at a time, the 5200 stick should prove less tiring, though Coleco's provides better action.

Graphics

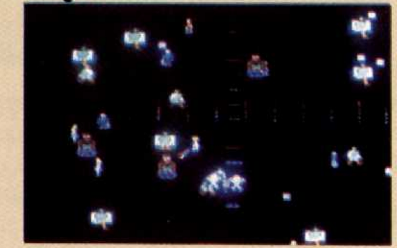
The basic measure of graphic quality is the degree of resolution (how many picture elements, or pixels, can be displayed on the screen). Atari wins this contest, 320 to 256. The difference in resolution between the units is really minor. Both provide very good on-screen images. What really makes the difference is *how* those numbers are used.

So far, Coleco seems to have an edge. In ColecoVision, the screen is usually filled with color and detail, as in *Zaxxon* and *Smurf*. Atari seems, in their first batch, to be content to program games with shadow and outline. It will be interesting to see how colorful games like *Kangaroo* and *Jungle Hunt* will look on the 5200. Both systems show 256 colors.

Besides resolution, one of the key elements of game play relates to the number of items (sprites) that can be moved on the screen independently and simultaneously. In the VCS, the limit was three, which accounted for the blinking of the ghosts in *Pac-Man*. ColecoVision is capable of handling 32 sprites at one time and Atari claims to be able to handle even more. Their ability to handle many sprites was demonstrated by their excellent interpretation of *Centipede*. The fact that there were multiple mushrooms with well-defined mushroom shape tends to support Atari's claim. With similar degrees of resolution and sprite-handling capacity, it is difficult to decide which system provides better graphics unless you look at the games themselves.



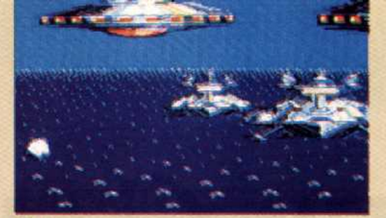
Kangaroo



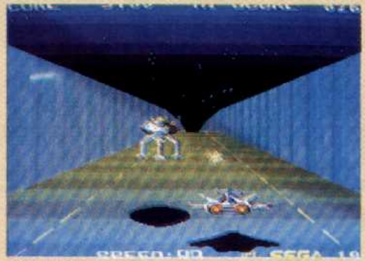
Robotron

GAMES FOR ATARI 5200

Super Breakout, Qix, Centipede, Football, Pac-Man, Defender, Galaxian, Star Raiders, Missile Command, Space Invaders, Soccer, Baseball, Vanguard, Jungle Hunt, Kangaroo, Pole Position, Tennis, Space Dungeon, Countermeasure, Robotron, Stargate, Millipede, Tempest, Joust, Pengo, Quantum, Fast Food and Xevious.



Subroc



Buck Rogers

GAMES FOR COLECOVISION

Donkey Kong, Carnival, Zaxxon, Smurf Rescue, Mouse Trap, Lady Bug, Cosmic Avenger, Donkey Kong Jr., Venture, Turbo, Slither, Space Fury, Space Panic, Blackjack and Poker, Gorf, Baseball, Football, Destruction Derby, Satan's Hollow, Wizard of WOR, Tarzan, Tac-Scan, Time Pilot, Wild Western, Dracula, Papa Smurf, Sword and the Sorceror, Smurfette Birthday, Frenzy, Skiing, Mr. Do, Subroc, Pepper II, Buck Rogers, Tunnels and Trolls, Looping, Rocky, and The Wizard of Oz.

Software

Okay, we know how they look and feel. How do they play? In both cases, the answer is (with exceptions) very well. Compared to the granddaddy 2600, both systems represent a major step forward.

Atari has an edge in one area—they don't have to compete for licenses to Atari arcade games. Thus, *Centipede* was unavailable to Coleco, since it was already owned and developed by Atari. Similarly, *Pole Position*, and *Xevious* won't make it onto ColecoVision. Coleco has fought back with arcade licenses of its own—*Zaxxon*, *Donkey Kong*, *Turbo* and *Mousetrap*. See the box to find out who owns rights to your favorite arcade games. Both companies are selling their cartridges for $30-35, so if you prefer the Atari licensed games, maybe the 5200 is for you. Likewise for Coleco. Confused? Go to your local arcade and play these games. The Atari and Coleco versions will be very close to the originals. You'll find Coleco has licensed *more* arcade games, though some of them, like *Looping* and *Pepper II*, were not what you'd call blockbusters.

If you remember back to the early days of the Atari 2600, for the first few years Atari was the only manufacturer of VCS software. VCS owners had to be content with what they got, since there wasn't anyone else making new games. It wasn't until Activision and Intellivision shocked the world by bringing out games with improved graphics and game play that Atari *had* to come out with great game cartridges.

The 5200 is in a position that is roughly comparable to that. ColecoVision got a jump on it, so there aren't as many 5200s out there. And Atari has to develop software for *four* different systems: arcade games, the VCS, the 400/800 computers and, finally, the 5200. Actual commitment to development of software will probably proceed in the above order. Even for a giant like Atari, that's spreading yourself thin.

Coleco sources report that, among others, Fox, Parker Brothers, Imagic and Sirius Software are developing games for ColecoVision. It would be safe to assume that in the short run, the Coleco system will have more available software than the Atari system.

Expansion

Both systems are great for playing games now. But what of the future? Atari will be producing a keyboard for the 5200, but has offered few specifics. Here is our best guess...

In many ways, the 5200 is an Atari 400 computer without a keyboard. Therefore, the 5200 keyboard should allow access to the 16K of memory, and have BASIC language programming built-in. It appears doubtful, according to Atari sources, that this keyboard will accept software already developed for the 400 or 800 computers. Atari's approach seems to be intended more as an introduction to computing than it is to provide a device that can be used as a stand-alone computer.

Coleco describes ColecoVision as a "high-powered computer whose full potential will be realized in June." The design of the unit itself, with an expansion port in front, indicates that enhancement was one of the key objectives. The Coleco add-on is promised to include "all the peripherals needed to make it a functioning computer when you take it out of the box." My guess is that the "under $150" unit will consist of a keyboard, a thermal printer, and probably an Input/Output device. The operating system will probably be BASIC, and provide access to the internal 16K memory. The screen will display up to 24 lines of 40 characters in two colors.

Both Coleco and Atari will support their computer keyboards with extensive software. ColecoVision uses the Z80A microprocessor unit, which is the heart of many computer systems (TRS-80 and others), and a video processor almost identical to the TI 99/4A computer. This will make writing programs for both TI and ColecoVision relatively similar, and would also simplify modification of existing Z80 programs. A great deal of software may be developed rather rapidly to support the ColecoVision Computer.

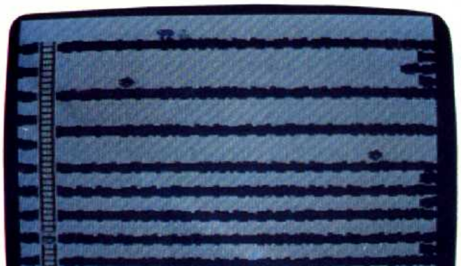
Both systems have an Atari VCS expansion module, so you can play 2600 compatible games. As of this writing, Coleco and Atari were fighting over Coleco's right to sell its module, although sales continue to be made.

Both Coleco and Atari have a Trak-Ball device (Coleco's version is called Roller Controller). Both work well and enhance specially designed games. The Coleco controller carries a suggested price of $70 and includes a *Slither* cartridge. Atari's Trak-Ball retails for $79.95 and does not include a cartridge. Coleco will also be releasing its Super Action Controller, made to enhance

CONTINUED ON PAGE 66

COMPUTER GAME BUYER'S GUIDE

By Martin Bass

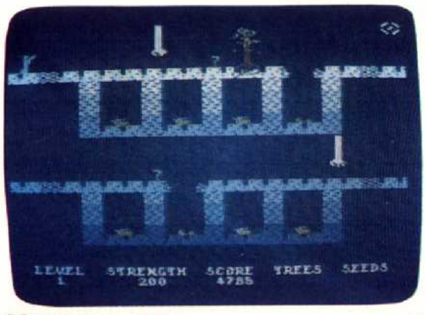


MUTANT HERD A

Mutants are on the march. You can't kill them, but by using a pair of intersecting laser beams, you can herd them around and push them back towards the corners. Meanwhile, you are trying to maneuver one of your men down a hole that leads to the mutants' underground chamber. Once there, you're faced with some challenging ladder climbing as you attempt to blow up the Mutant Queen and her eggs.

You'll play *Mutant Herd* over and over. One reason is the novelty of the game play (It's fun learning how to use those laser barriers effectively.) There's also the offbeat theme, weird graphics and great sound effects. A real treat.

Thorn EMI, for VIC-20.

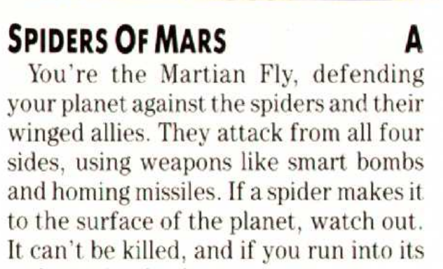


NECROMANCER A

From the moment you boot the disc, you know that *Necromancer* is going to be *different*. A tree sparkles and a hauntingly beautiful melody sets the mood for a trip to some enchanted time and place. You're Illuminar, a Druid magician, the last hope of the human race. Your weapon is a magical wisp which hurtles out at your opponents and returns to your hand like a yo-yo. Your object is to grow an army of trees and march with them on the lair of the evil Necromancer. In Act I you grow as many trees as you can, defending your seedlings against ogres and a very dangerous spider. In Act II you and your trees go underground to destroy the incubating larvae of the spider. And in Act III you battle the Necromancer himself.

Necromancer is a gem—well constructed, full of imagination and almost dreamy in its sound and graphics. With three separate scenarios, it offers a variety of game play, all unique. The people at Synapse wanted to transport you to a fantasy world of light against dark, good against evil. They succeeded.

Synapse Software, for Atari 400/800.

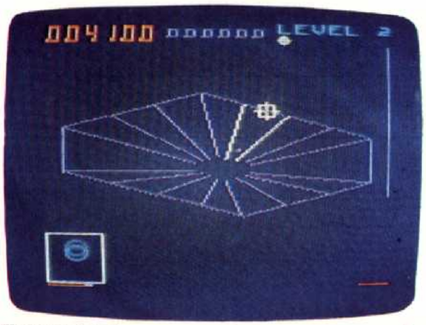


SPIDERS OF MARS A

You're the Martian Fly, defending your planet against the spiders and their winged allies. They attack from all four sides, using weapons like smart bombs and homing missiles. If a spider makes it to the surface of the planet, watch out. It can't be killed, and if you run into its web, you're dead.

Spiders of Mars is designed to challenge the experienced arcader. Even at level one, the enemy attack in large numbers and their weapons are *very* accurate. This is true arcade action with great graphics and sound effects. It is similar to *Defender* and *Chopper Command*-type games but with more interesting enemies. Go for it.

United Microwave Industries, for VIC-20.



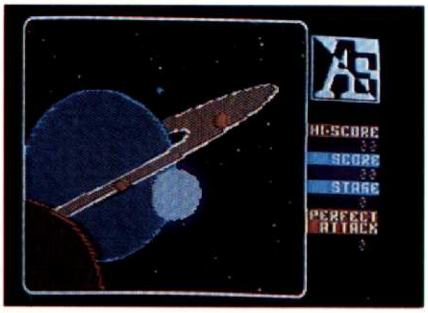
TUBEWAY A

It may not be called *Tempest*, but *Tubeway* will remind you of Atari's smash arcade hit. Your ship is on the rim of a geometric grid and you shoot toward the center, trying to prevent aliens from moving outward. If one of them manages to reach the rim, you're in great danger. But all's not lost. You have a super Zapper. Speed is critical because if you don't destroy all the aliens quickly, your worst foe, "the germ," will attack. It can't be destroyed, but a hit will return it to its cage.

This is a fast game and a beautiful one. Each of the 32 levels has its own grid and its own problems of strategy. Level One is very easy. But by Level Six, you'll need all the concentration you can muster. *Tubeway* is not *Tempest*. The graphics don't have quite the sparkle of the arcade game and the game play is somewhat different. Nevertheless, judged on its own, *Tubeway* is a fine game which will provide hours of frenzied entertainment.

Datamost, for Apple.

With thousands of computer games on the market, we feel we can best serve you by selecting a few great games rather than reviewing some good ones and some bad ones. All these games would make fine additions to your library.

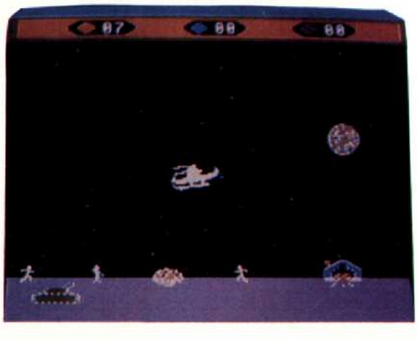


A.E. A

Here's an arcade challenge with a novel theme. The A.E. are stingray-shaped robots, developed for use in pollution control. Now *they're* out of control, darting around the screen, swooping, soaring and making a nuisance of themselves. Your task is to drive the A.E. off the earth, pushing them as far away from the planet as possible. To survive level one, which takes place in a futuristic city, you need to make three perfect attacks, annihilating every A.E. in a wave. The contest continues above the earth, on the moon, in the asteroid belt, on the giant planets and farther and farther out into space.

What sets *A.E.* apart from other shoot-'em-ups? First, timing. Hitting your fire button launches a missile, releasing the button detonates it. So it's not just aiming that counts, but how precisely you time the detonation. The A.E.'s behavior keeps changing. Sometimes they fly single file. Other times they break up into smaller units, with a variety of attack patterns. Add to this five different screens of colorful 3-D graphics and you have a real winner.

Broderbund Software, for Atari 400/800. Also for Apple.

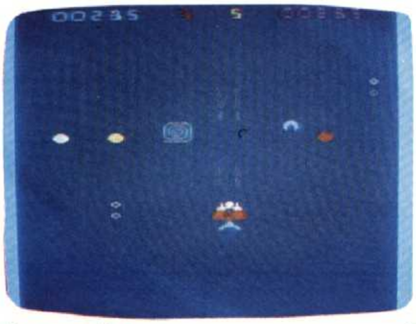


CHOPLIFTER A

The game that's kept Apple owners glued to their monitors for the past year now comes to the Commodore VIC-20. Sixty-four hostages are being held behind enemy lines. To rescue them, you pilot a helicopter and engage in battles with tanks, fighter planes and killer satellites. The first 16 hostages are easy to find—their bunker was bombed and they're running around on the ground. When you set down your chopper, they run towards you and scamper aboard. Getting them—and yourself—out alive takes some fancy maneuvering. Rescuing the rest is not so easy. They're locked away in various buildings and you have to find a way to release them without letting them get killed by enemy rockets and mortar shells.

Choplifter keeps you playing. After a few hours, you may rescue 60 or 61 of the hostages, but a few always seem to get killed. Those last few are the real challenge. Add to this some of the best graphics (men running, helicopter blades spinning) you've ever seen on a VIC-20 and you have a tremendous game.

Creative Software, for VIC-20. Versions for Apple and Atari 400/800 by Broderbund.

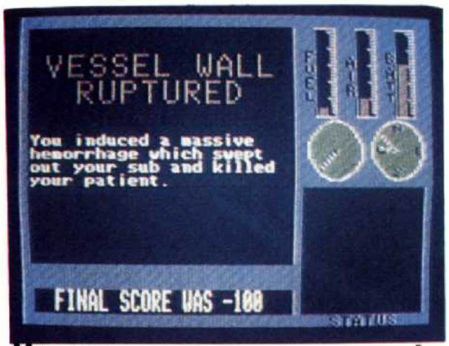


ROBOT PANIC A

You control a laser cannon on the bottom of the screen with which you attempt to shoot down (as in *Galaxian*, *Galaga*, etc.) waves of attacking aliens. There are nine different types, each with a distinct attack pattern. Some simply fall. Others swoop in from the sides and home in on you. The deadliest are the pods, which release mutants when hit.

Robot Panic is an arcade-quality game requiring quick reflexes and split-second timing. Unlike most other games of this type, it uses a double-barreled cannon, so you get off two shots each time you fire. You'll need them—the game is *very* fast. Another nice touch is the pods. They're worth the most points, but it takes five or six shots to destroy the mutants they release. Actually, *Robot Panic* most resembles *Robotron 2084*, but aliens come at you from one direction, not four.

HES, for VIC-20.



VESSEL WALL
RUPTURED

You induced a massive
hemorrhage which swept
out your sub and killed
your patient.

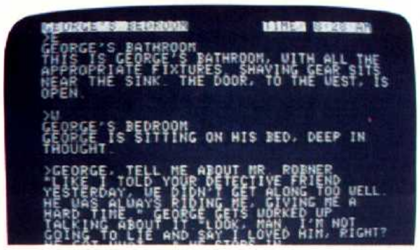
FINAL SCORE WAS -100

MICROBE A

You're the captain of a miniaturized submarine which performs operations on critically ill patients. After the sub is injected into the patient's bloodstream, you have a few minutes to get to the brain, destroy a blood clot, remove shrapnel or perform other delicate microsurgery.

Microbe is a blend of strategic planning, complex problem solving and arcade-like action. One moment you're firing lasers at bacteria. A moment later you're analyzing blood samples. You're also responsible for monitoring the sub's indicator lights and gauges. This game will teach you a lot about human anatomy and the operations of a submarine. But most of all, it will give you hours of challenging fun.

Synergistic Software, for Apple.



```
>E
GEORGE'S BATHROOM
THIS IS GEORGE'S BATHROOM, WITH ALL THE
APPROPRIATE FIXTURES. SHAVING GEAR SITS
NEAR THE SINK. THE DOOR, TO THE WEST, IS
OPEN.

>W
GEORGE'S BEDROOM
GEORGE IS SITTING ON HIS BED, DEEP IN
THOUGHT.

>GEORGE, TELL ME ABOUT MR. ROBNER
"LIKE I TOLD YOUR DETECTIVE FRIEND
YESTERDAY, WE DIDN'T GET ALONG TOO WELL.
HE WAS ALWAYS RIDING ME, GIVING ME A
HARD TIME." GEORGE GETS WORKED UP
TALKING ABOUT IT."LOOK, MAN, I'M NOT
GOING TO LIE AND SAY I LOVED HIM, RIGHT?
```

DEADLINE A

Marshall Robner, a millionaire, has died—a few days after informing his lawyer that he intended to change his will. Was it murder? As Chief of Detectives, you have twelve hours to find out.

This is an extraordinary all-text program. The case is difficult, the plot logical, the writing witty. Unlike a novel, there's more than one ending. You might solve the case, but then again you might get killed by a suspect who thinks you're on to him. Your diskette is accompanied by police reports, medical reports, a packet of pills found by the body and an 8 by 10 police photo. *Deadline* is a breakthrough game.

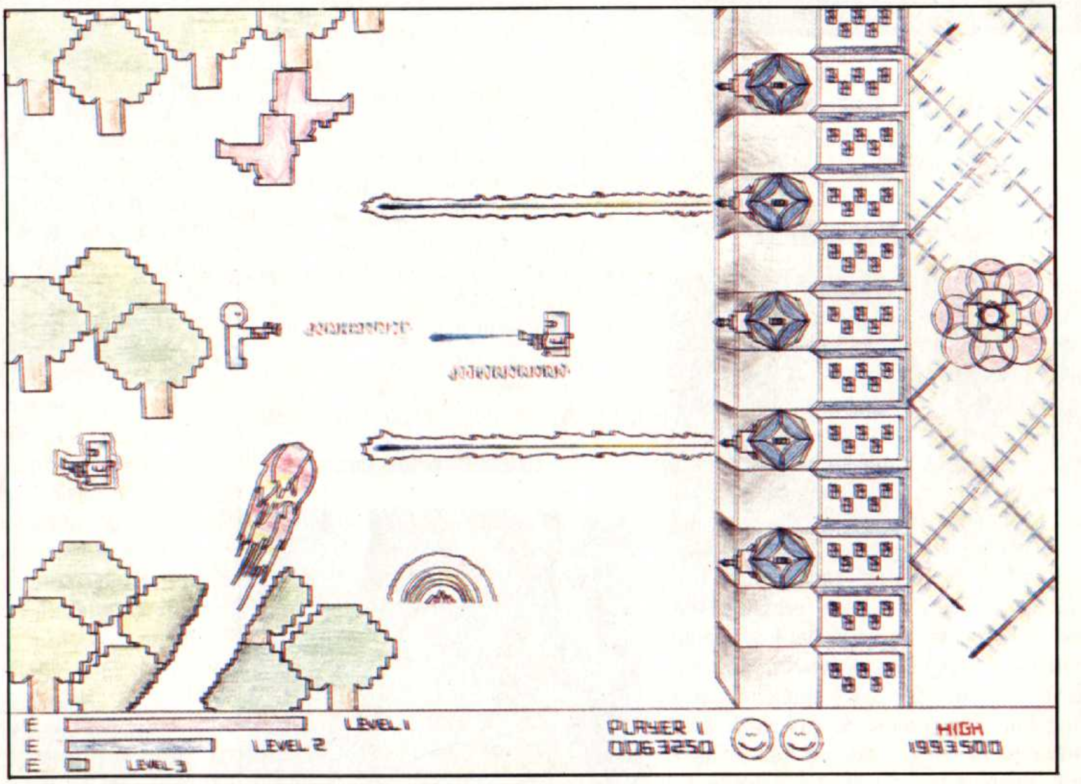
Infocom, for Atari 800.

CONTEST WINNER!

A YEAR'S WORTH OF QUARTERS!

GRAND PRIZE WINNER IN OUR "DESIGN YOUR OWN VIDEO GAME" CONTEST

Christopher Clary is a 14-year-old freshman at Brockport High School in Hamlin, New York. Chris likes to bowl, play golf, saxaphone, Donkey Kong Jr., Baby Pac-Man and Gorf.



ATHENIA

You are the only human uncaptured by Athenia. You must traverse the forest, warding off Fireballs and Thenian Robots. When you reach the Athenian Fortress, you must set free the humans by shooting open their cages. When you blow a large opening in the brick wall, the Athenian crystal itself will emerge and you must deprogram it or die.

1. WEAPONS

A) Human Fighter
  1. The Power Warp

B) Fireball
  1. Can move fast, and will scorch anything it runs over

C) Thenian Robot
  1. Lazor Warp
  2. If destroyed
    a) It will turn into anti-matter and disappear in five seconds
    b) Anti-matter can kill if touched

2. TREES

A) You must destroy them if they are in your way

B) If destroyed
  1. A shield, a fireball, or nothing will take its place

C) Shields
  1. Will protect against lazors for thirty seconds
  2. You or a robot can use it by passing over it

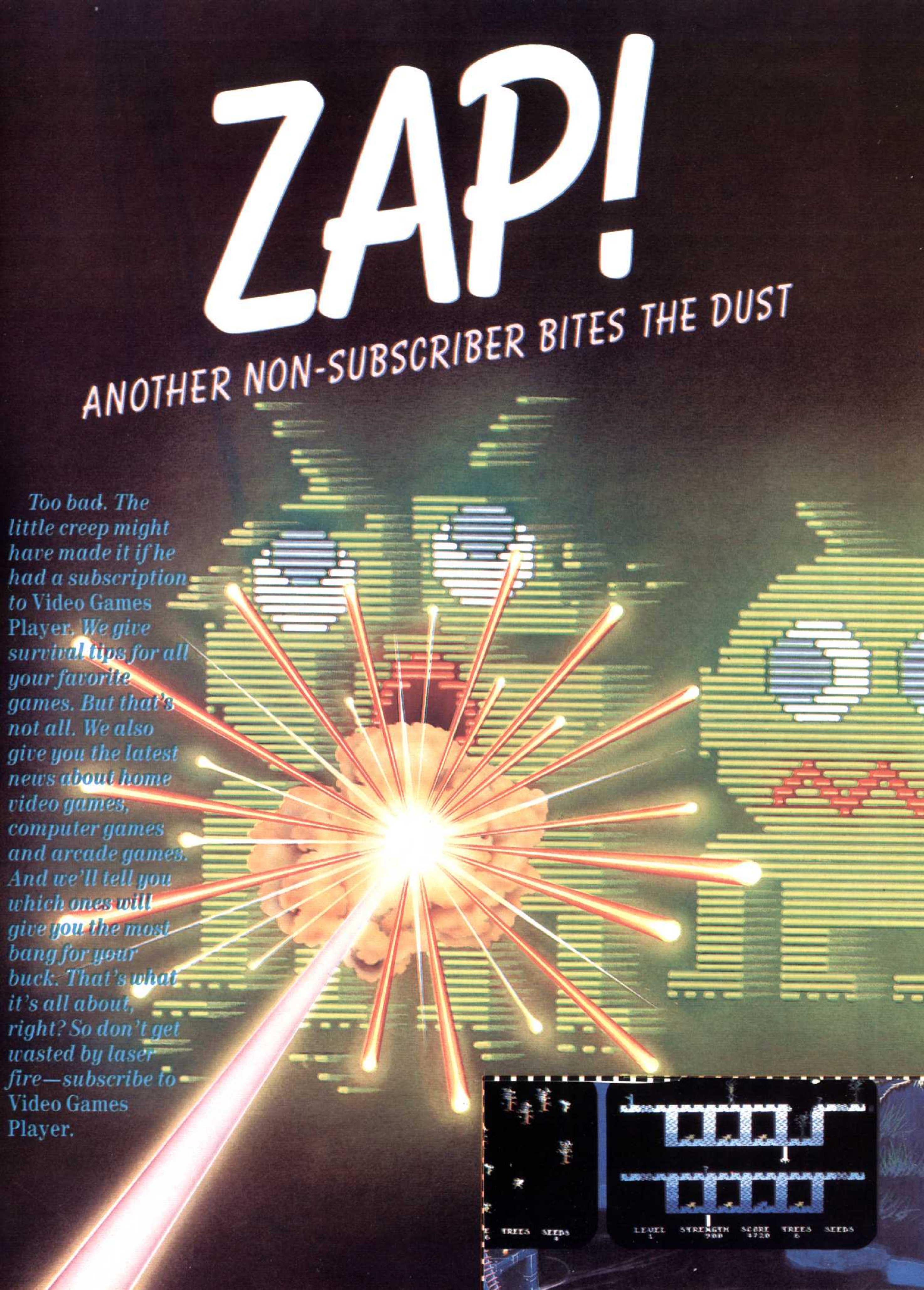
3. ATHENIAN FORTRESS

A) Athenia
  1. Computerized crystal
  2. Weapon—lazor crystals
    a) The power of level 3 warp

B) Fortress
  1. Five humans are behind each brick
  2. Warps bounce off destroyed bricks
  3. When brick destroyed humans run for cover
  4. Gates will remain after bricks destroyed
  5. When gates are destroyed and a hole is big enough, Athenia will step out
  6. Athenia will move in circles firing lazors
  7. If hit, the crystal will get smaller and faster
  8. When deprogramed
    a) start over
      1. harder
      2. faster

We will print a reader's game in each issue and pay $25 to the author. Send artwork, description of game, photo and self-addressed, stamped envelope to: My Game, Carnegie Publications, 888 7th Ave., New York, NY 10106.

Clue #7: Paint rollers chased by pigs? Send answers


ZAP!
ANOTHER NON-SUBSCRIBER BITES THE DUST
TREES SEEDS
LEVEL 1 STRENGTH 900 SCORE 4720 TREES 6 SEEDS

Too bad. The little creep might have made it if he had a subscription to Video Games Player. *We give survival tips for all your favorite games. But that's not all. We also give you the latest news about home video games, computer games and arcade games. And we'll tell you which ones will give you the most bang for your buck. That's what it's all about, right? So don't get wasted by laser fire—subscribe to* Video Games Player.

ATARI VS COLECO

CONTINUED FROM PAGE 61

play of several games. Two controllers, plus the *Super Action Baseball* cartridge, retail for under $70.

A driving module is also sold for ColecoVision, which includes an accelerator pedal and a steering wheel. This controller retails for $80 and includes the *Turbo* cartridge. *Demolition Derby* will follow. Atari is developing many unique controllers, although they have not released any details regarding them. By the time you read this, there may be a driving controller to support *Pole Position*.

Atari will introduce a voice module at the end of the year, with software designed to make use of voice (and possibly voice *recognition*). Although Coleco announced a voice module a while back, when asked about the voice for their unit, they were speechless.

Finally, we have what Coleco calls its Supergame Module. This will allow you to play a game with up to 100 screens. For example, you could play an *"exact"* version of *Donkey Kong*, complete with opening scene of Kong climbing the ladders. The module will not improve the graphics, but it will tremendously increase the available memory for game data.

On the whole, Coleco seems to be more active in pursuing expansion capabilities of their system.

But What Should You Buy?

Now it's time for you to make your decision. Both of these systems are good. Each has its advantages and disadvantages.

Cosmetically, they are both good-looking. Atari takes up more space.

Atari is a little easier to hook up and provides less wires to mess up your living room.

While *I* prefer the Atari controllers, most people I know like Coleco's much better. You should test them both.

The graphic capability of the two is about the same. So far, Coleco has put prettier pictures on the screen while Atari owns the licenses to the arcade "classics." See the box for Atari and Coleco's future games. Right now, four other companies are making games for ColecoVision, but only Parker Brothers has announced releases for the 5200.

If you're interested in computing, Coleco

*Q*BERT*

CONTINUED FROM PAGE 48

Pac-Man away from Pac-Man?

Q*Bert: You'll see, tonight, after the arcades close down.

VGP: Do you believe in petting on the first date?

Q*Bert: No, I believe in padding on the first date.

VGP: Do you feel that a man should open the door for a lady?

Q*Bert: That depends on the door.

VGP: Q, you mentioned that you'd like to travel. Where do you want to go?

Q*Bert: Egypt.

VGP: Why Egypt?

Q*Bert: I've always wanted to see the pyramids.

VGP: Do they have video games in Egypt?

Q*Bert: I figure they've got to at least have a couple of *Tutankham* machines.

VGP: How do you feel about those people who think video games are bad for us and want to ban them?

Q*Bert: I agree with them. I feel that all the *Pac-Man* and *Defender* and *Donkey Kong* arcade games should be gutted and made into homes for illegal aliens and bag ladies.

VGP: You don't really believe that, do you?

Q*Bert: No, seriously, I think video games are good for children. Not only do they improve eye-hand coordination, they also help cure cancer and reduce nuclear proliferation.

VGP: Very funny. Surely you'd at least agree that video games are helping to introduce children to the computer revolution of the 1980s?

Q*Bert: Of course. Playing *Congo Bongo* is an *excellent* way to learn computer programming. Computers are wonderful. It used to take me 45 minutes to balance my checkbook. Now, with my computer, I can do the whole thing in just three days.

VGP: You know, it's very easy for you to sit there and make fun of everything to do with video games. Right now you're number one. You're at the top of the world. But this is a hit oriented business, skin-head. A few months from now people will stop dropping quarters into your slot and they'll stop buying your stupid scratch 'n sniff stickers. There will be some hot new game out and everybody will forget you even existed. What do you think you're going to do *then*?

Q*Bert: I'm considering running for President in 1984.

VGP: President?!

Q*Bert: Yes, I plan to model myself after my favorite politician, Q*Bert Humphrey.

VGP: You, the President? You're short, bald, ugly, and you have the intelligence of a five-year-old child.

Q*Bert: You're right, I'm overqualified. @!#?@!

NEXT WAVE

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1. The Power Warp

B) Fireball

1. Can move fast, and will scorch anything it runs over

C) Thenian Robot

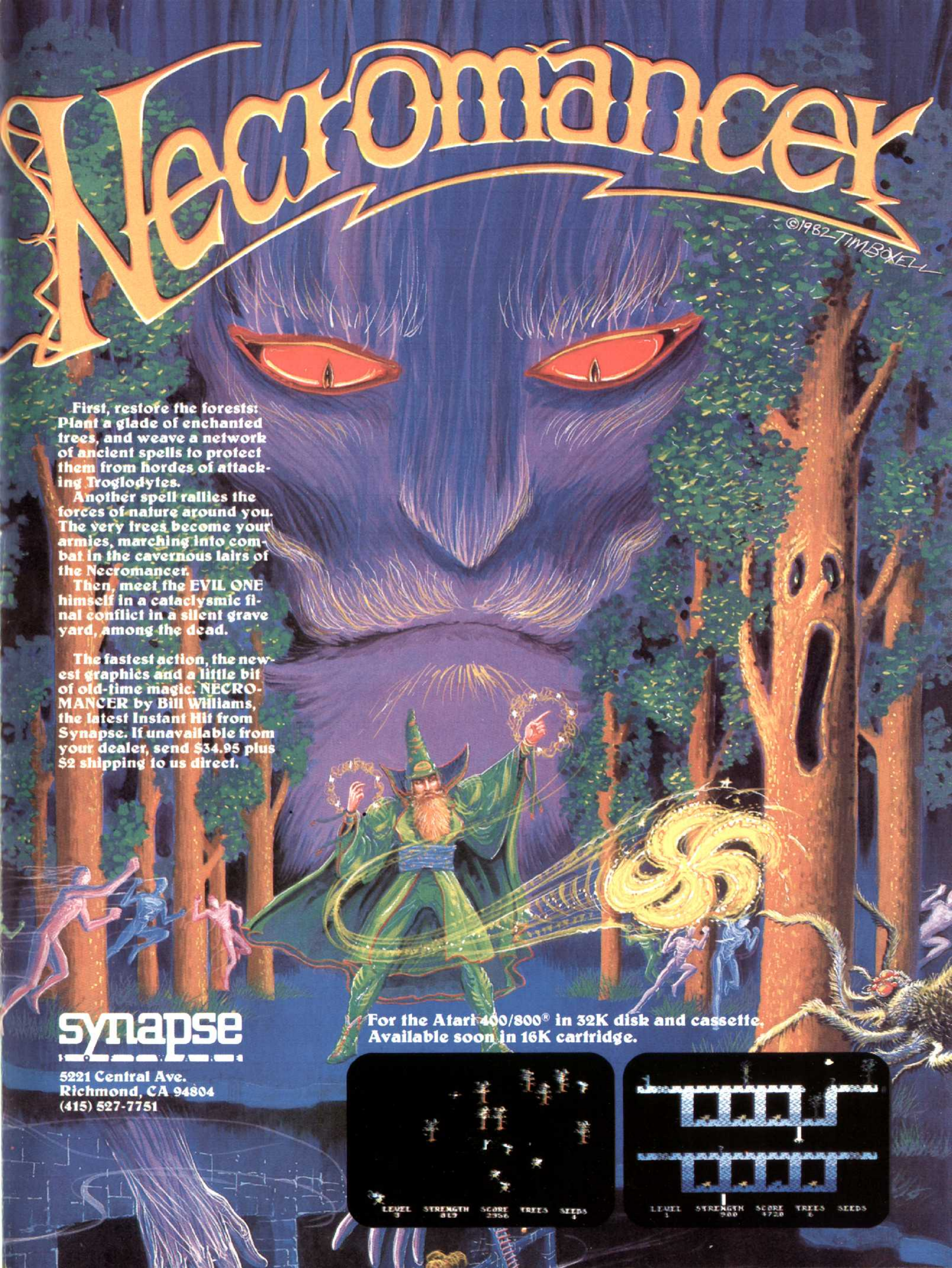
1. Lazor Warp
2. If destroyed
   a) It will turn into anti-matter

A) Athenia

1. Comput
2. Weapon
   a) The po

B) Fortress

1. Five hur brick
2. Warps b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SCORE 2956
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SEEDS 4
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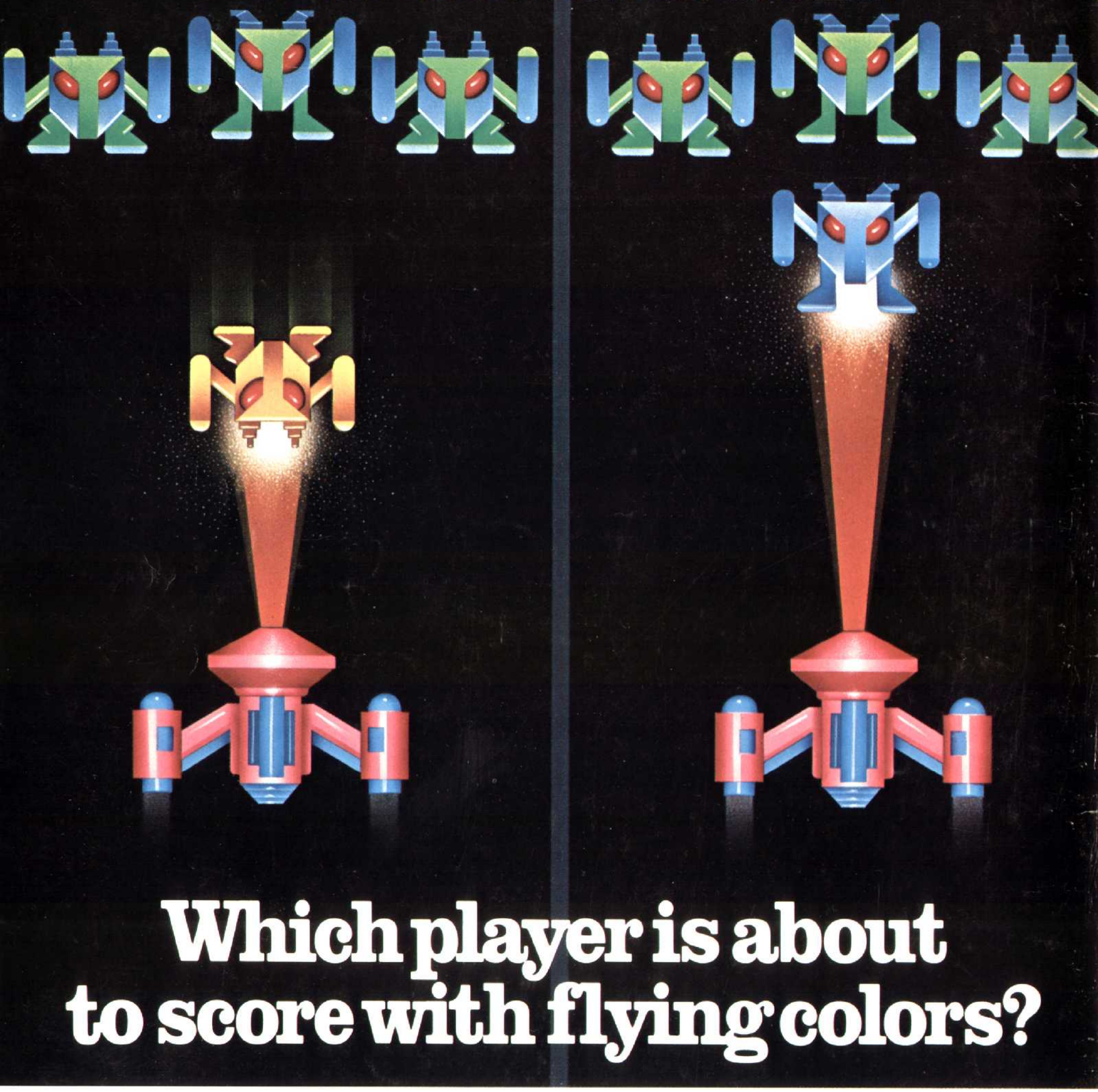
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Like the player on the left. He's about to hit a flying yellow Flagship for 150 points. But his opponent, on the right, will score only 30 points for hitting the stationary blue Drone. Tough luck, rookie.

If you want to know even more about which Galaxians to hit, hit the stores for Galaxian.

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